

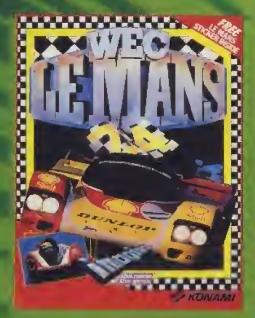
Where's my MEGA GAME POWER cassette? Has someone nicked my month's fix of great games?!! Better ask my friendly newsagent!

Reviewed

Two unpublished greats

JAWS SUPER SCRAMBLE SIMULATOR ■ TIME SCANNER ■ RICK DANGEROUS **■ THUNDERBIRDS ■ TIMES OF LORE** 

### PLAUFUL



### WELLE WALL





### ALC: UNKNOWN



BATMAN OPERATION WOLF

ATARIST AMIGA

DRAGONNINJA the name of the game

ROBOCOP DRAGONNINJA ATARIST AMIGA

















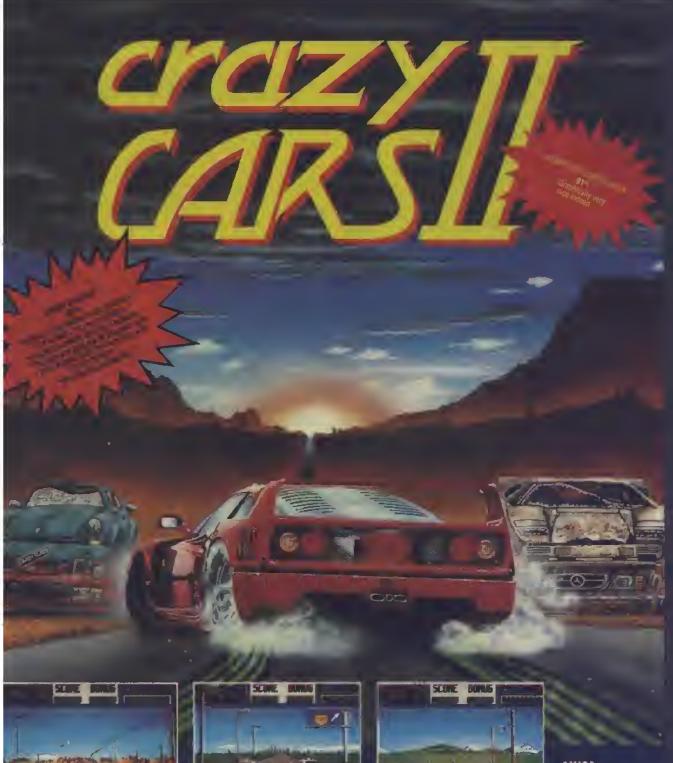




OPERATION WOLF **DRAGON NINJA** 

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YET

### AME THRILLS

### COMPO

### IVE CIRCUIT

### REVIEWS

POSTER ter to drive you Betty

IICKO'S TIPS ad lad makes some t the office Kangeros (Wha..?)

### MORE REVIEWS!

Scramble Sim, Captain letington At Waterloo ngarbus, Xybots, Tower t, Fluching Man, Jaws, ld the Budget bit!!

### VER PREVIEWS

naw leature preview statring Batmanl Jones! Stanglider II Manial Austeritz!

was a mechanical fly, ould sit and watch the

days go by, e content in the dung, the next CRASH did

### THUMBS UP!

Your new look CRASH zooms way ahead of rivals!!

Great! What an amazing response to CRASH's new live-action look! So, a very big thank you to everyone who picked up last issue and made it such a success. And the good news is we'll be jamming more and more into future CRASHes to make it the hottest magazine and cassette on the Spectrum scene. Take a look in this issue for a taste of things to come — we've got the first screens of two of the biggest titles for the summer — Batman and Indiana Jones!!! Enough of this dilly-dailying, load up your Power Tape and join the Game Thrillis!!



THRILLS ON TAPE:

Where to find the goodies A Sida: Quondam One Man And His Droid Nick Roberts's POKEs B Side: Robot Messiah Whole New Ballgame

Check the loading instructions on the inlay,

Should your tape prove faulty, don't despair; send the complete package to CRASH TAPE CLINIC JULY (66), SPOOL LTD, First Avenue, Deeslde Industrial Park, Clwyd CH5 2NY. A healthy Mega Power Tape will wing its way back to you.

What's a Quondam? Answers on a postcard to... Sorry, but we haven't a clue. How's that for honesty? What we can tell you, and you can experience. is that it's a brilliant game. It's a shoot-'em-up! It's a puzzle! It's a smashing ORIGINAL game written for CRASH by John Gibson and Karen Dayles (of Denion Design fame).

ou're in control of a fighter plane far in the future, flying through the tunnels of the Quondam Matrix, viewed from overhead, Located throughout the matrix are 43 hangars, of which 15 contain pieces of a jigsaw. Your objective is to fly to all 15 hangars collect the right jigsaw pieces and slot them all together to create the

ORIGINAL CRASH GAME from OCEAN

Quondam picture.

The other 28 hangars house weapon supplies, entering these accesses either a homing missile or a shield for your plane.

Vicious aliens in many shapes and forms also fly through the Quondam matrix firing at you with their weaponry. Happily you can do the same to them and shoot them to the ground.

### FLYING AN' STUFF

When you start (press FIRE) a map of a part of the matrix is displayed. Your ship is shown as an arrow. The 15 Jigsaw hangars are numbered, the numbers appearing next to their entrances on the map. Press SPACE and the map is replaced by the playing screen; your plane whirls into views heads oil along the

Move the joystick in your flying direction and the plane plunges

toward the bottom of the lunnel. travelling laster as it does so. Moving the stick in the opposite direction sends the plane as high as it can go. When it's reached its limit it tlips over and travels in the opposite direction.

The plane can change direction at any of the tunnel junctions. To enter another tunnel, move the plane sideways into the junction and it plunges into to the adjoining tunnel, changing its flight direction as it does so. To stop you getting totally confused there's an onscreen compass.

You can check where you are within the Quondam matrix at any time by hitting (thwack!) SPACE a map appears, viewed from the direction in which you are flying. To return to the game,

press SPACE again.
To enter one of the hangars you need to be flying directly loward it (ie, the plane must be flying toward the top of the screen, so that it automatically enters). You can't enter a hangar when the plane is flying down the screen, nor can you enter just by Ilying sideways into it. Careful navigating around the matrix is needed if you're to get this right.

### JIGSAWS AN' STUFF

On entering one of the 15 jigsaw hangars the screen changes to reveal a Jigsaw frame with a few pieces of figsaw already in it. You the 15 frames. However, the more carried, the quicker your energy decreases.

To move the jigsaw pieces around the frame use the fly icon. Place the fly over the desired piece, press fire and the fly picks it up. Move the piece to where you want it, press fire, and there

You can't drop pieces on top of each other, but you can interlock pieces which aren't meant to go together.

may find that not all the pieces in the frame are different, this is because there are, scattered throughout the matrix, three times as many jigsaw pieces as you need. There are, however, only enough of the right pieces to make the Quondam jigsaw once.

Below the frame is a red area. This is your plaen's storage compartment. Pleces may be taken from the frame and put in storage and flown to another of

### WINNING AN' STUFF

Early on in the game you have to decide in which of the 15 jigsaw hangars you're going to build the complete picture, Your task is then to collect the missing pieces from the 14 other rooms and add them to the jigsaw in your chosen

When all pieces are fitted together the picture should flash, If it doesn't you haven't built it properly, so try swapping pieces around or collecting different ones.

Correctly completing the jigsaw gives you a bonus, and the remaining time (you have 40 minutes to complete the game) is used to go around shooting enemies - for double the points and with missile launcher and shield!!!

### STATUS AN' STUFF

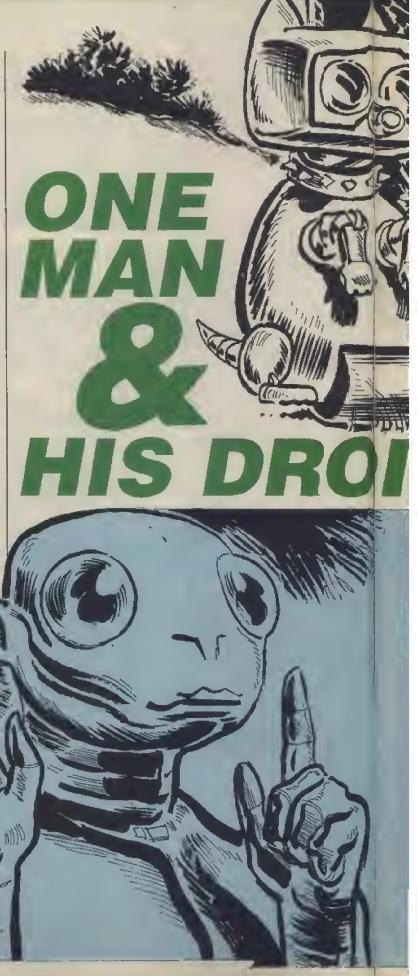
The Grandfather clock, on the left, is your time and energy display. As the 40 minutes of gametime elapses, the clock lace dissolves, Similarly the clock's cogs represent your energy level and disintegrate as energy is

Immunity and homing missiles are displayed at the top right. When a green light shows beside them, they're in operation, when it flashes green/red you're running low, and when it's red you're out. Down below are your three lives. You lose a life when you run out of energy, but gain a life at 10,000 points.

Below that is the compass and

### THAT'S IT AN' STUFF

Phewil What a lot of instructions - what a lot of game! Quondam is compatible with most joysticks and keys - selected at the very beginning of the game. Hope you like it folks! Coming up very soon CRASH has another ORIGINAL game for you from Ocean, and it's a real brain drainer, stay tunedi





You've been sent off to the planet Anromadus to round up membors of a species of allen animal named rambolds and teleport them to market. Despite the name, rambolds are not Sylvester Stallone look alikes, but are the Anromadian equivalent of male sheep—hence the name rambolds.

echnologically things have moved on quite a bit since the days when a shepherd's secondbest friend was his dog. The modern shepherd has traded in Shep and got himself a droid, a multifunctioning device specially designed for the job. Capable of tour different modes of operation, the droid is used to guide the ramboids into the teleport chamber.

When you start the game you're given the option of inputting a password to resume a game you were playing earlier, otherwise you start at the beginning. There are passwords for each of the 20 different ramboid-filled caverns, and as you progress through each cavern, the computer releases the corresponding password to you.

At the start of a game the screen is split up into seven different windows, Largest, and in

the middle, is the main window which looks into a cavern, displaying a view of your droid placed centrally amid the scenery. Your first task is to guide the droid to the start position. When you arrive the computer takes over and places the droid in

the first cavern.

Once into the first cavern, the other six windows activate. A narrow, vertical one to the left of the main screen randomly shuffles eight different ramboids within itself to set the collection sequence — the order in which you must get the ramboids into the teleport. A window on the right charts your progress, indicating the ramboids you've penned so far, with those herded into the correct place in the sequence flashing.

The four remaining windows, arranged horizontally below the main window, display four modes in which the droid can be operated, with the current mode highlighted by a white bar above

the relevant icon.

The most useful mode of transport is jet mode: using the jet it's possible to zoom about in the normal, left, right, up and down directions. The droid stays central while the bricks and earth of the cavern whizz by in the main window display. Burrow allows the droid to move left and right along ledges and burrows

Into the floor white fire is held down, popping up again to leave the floor intact when it's released.

Game Thrills

The third utility mode allows field droid to alter the cavern by digging tunnels. If the droid waks into a wall while it's in this mode, a large portion of the barrier is eaten away and the floor and ceiling of the newly formed alcove is supported with purple girders. To switch between the different modes, press fire; holding fire down reveals a map displaying the positions of all rambolds left to be collected.

Ramboids are dim. They move very predictably, and always reverse direction if their way is blocked. Once you know this, and watch the set patterns of movement, herding them is relatively simple — but they are delicate creatures and only live for about 20 minutes. You're working against the clock all the time. Should you tail to get at least four ramboids in the teleport in the right order within the time limit, it's back to the first screer.

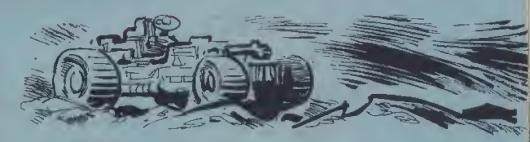
### ONE MAN AND HIS CONTROL METHODS

Control keys are A-ENTERdown O-P up 1-5 fire

Kempston or Interface 2 Joysticks can be used.

### ROBOT NESSIAH

Alphabatim probably doesn't ring a bell with many of you does it? No, we thought not. Well, Alphabatim was a one-hit wonder software house from Christmas 1985, Christian Urquert and Mike Smith - two well known programmers of who have, between them, worked on Daley Thompson's Decathaton and Hunchback (Ocean), Xecutor and Railles (The Edge), Yelf (Destiny) and loads more — came up with Robot Messiah, With the help of Michael Baxter - the man who now runs Solution, software's greatest PR agency - they set up Alphabatim to release Robot Messlah. The game went out in the shops, sold and that was, more or less, the end of Alphabatim. But now CRASH has brought it back to life to let you experience this great gama! Take it away storytelling minion ..



The Android planet is one of the worst places to live if you happen to be a robot. The planet is ruled and dominated by a race of androids who, in a fit of synthesised evolution, managed to acquire the majority of human feelings and attributes such as ambition, determination and greed.

Thousands of robots working in the planet's mines are exploited by the Androids. Leading a helish existence, the robots' life spans are very short and unpleasant. The robots are purposely made to

be of a docile nature and are too weak to contemplate rebellion. SID is a freak though. He is not as servile as his metallic brothers. In the hope of escaping his grim fate, he wanders away from the mines into the deep cave network that weaves endlessly below the plantetoid's surface.

Frightened of being discovered by the evil gnome patrols that keep the workers in step, SiD eventually found a cold and particularly well-hidden cave. There SID bumped into Socrates, a philosopher who believed all machines are created equal. In the hope of bringing the androids to downfall, he instructs SID how to start the robot rebellion...

For SID to achieve upgrade

### IF YOU SEE SID

...that Robot Messiah is controlled either by joystick (Kempston, Cursor, Interface IVSInclair) or keys and the actions go like this:

go like tris:

KEY STICK ACTION

N left walk left

M right walk right

S up leap

A lire shoot

X down pick up

### Game Thrills

and become an Android In order to lead the worker robots to rebellion, SID must collect three envelopes, each containing one part of a computer program. The complete program must then be input to the Android's main computer. SID agrees to the philosopher's requests and sets off on his mission to liberate robotkind.

SID is a normal robot capable of a few useful tasks. For a start he can walk, and when it comes to getting over obstacles that block his way, a hefty robotic leap allows him to pass any barrier. The cave system is shown using the familiar tlick screen method. Many harmful objects and creatures are to be found underground. Water isn't very healthy when you're built from iron!

There are some useful things to be found, too. Sticky buns and fruit perk up your energy bar. As an energy-based organism your energy bar gives a direct indication of how much life you have left. Three energy bars are given on your quest for robot liberation; lose them and the game ends and your brothers are condemned to eternal slavery.

To get the three envelopes, three sections of the labyrinth must be negotiated, starting with the caves. To leave the caves a weight must be found and placed on a pressure pad to allow entry to the next section. Moving SID over an object and pressing the pick up key adds objects to your stelus line — only three objects can be carried at once.

You aren't the only inhabitant of the caves. Strange energy-sapping beings float around, and finding a gun is a good move—though you'll need to collect a magazine of bullets as well before you can start blasting away. Twelve bullet magazines of ammo are dotted round the caves. Once through to the second section SID finds himsell in a buggy travelling down a long corridor toward the next part. The buggy is equipped with a shield that can be activated if any cave creatures drift toward it, though the shield saps energy.

the shield saps energy.

A scanner at the top of the screen shows how lar away the test centre is. Once through the corridor you're plonked in another room with a pressure pad. The only way out is through the door which the pad activates — without a weight you've got

problems!

If you do get out of the room then SID is placed into the test centre. Here the envelopes must be found and the teleport activated to zap SID back into the first set of caves so the computer can be reprogrammed. Blimey!

Makes you glad to be a carbon-based life form, doesn't it?



Pete Cooke. What a wonder of modern technology he is and no mistake. There he sits in the wilds of Leicester dreaming up all these tres brill new games for you — the discerning punter. And Whole New Ball Game is no execption — it's another sure lire hit And this is a CRASH original game, Pete has written it as a sequel to Brainstorm, a CRASH Smash game of yesteyear, and it's only available on this tape, so count yourselves lucky!

ot only have you got Ball Game, the game itself, but Pete has included a screen designer so you can dream up your own puzzles and there's a secret program hidden away... Where? Well, if you look in the bottom right-hand corner of the menu screen you'll see a small tree-like icon. Select that and you're into an FTGP — fractal tree generating program to you. Make your own trees! Create a forest! Evolution at your fingertips! Have a fiddle with it, it's jolly 'interesting'!

Anyway, the game itself is a puzzle arcade game and will be loved by anyone whose brain exceeds their brawn. All the instructions and information you could possibly want are onscreen, but here's a brief summary of the game...

The object is to capture yellow energy pills by rolling a ball over them.

The ball heads off around the screen under its own power and you can only control the ball's path by placing and removing gates to deflect its course by 90 degrees.

Each screen must be cleared of energy pills before the time limit expires. Watch out for other objects called effectors which may speed up the ball, change its path or generally muck it about.

The notion is very easy to grasp, but playing Ball Game is a different matter. You should be able to clear the first few screens, on easy level, after just a few goes... but it gets harder!

The screen designer is simple to use, and self-explanatory. If you want to try out your created level before saving it, just use the PUT command and stick it in the game as screen A and play the game.

It's all incredibly wonderful! Or should that be wonderfully incredible...?

### COOKE IN THE POT

...from Crosse and Blackwell.
That was just a cheap way to tell
you about control methods, which
go like this: Joysticks are
Kempston, Sinclair or Protek and
the default keys are:

the default keys
O left
P right
S up
X down
SPACE select

Keys can be redefined using the Alter Keys option.

### TIPS ON TAPE!

Your tape is loaded with POKEs, so turn to page 36 for details, and crack those games!



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## HE TOWER OF LIGHT

A\*Competition in One Act starring... 50 — 50!! — copies of Tower Of Light, Ristrick - A human, Gimble - an elf, Marleck — a wizard, The Dark Lord - an evil oppressor, Kalbar - a dwarf and the Competition Minion as himself (unfortunately)!

RISTRICK: Hallo fantasy role playing fans! Has anyone seen the

GIMBLE: He's behind you!!! RISTRICK: Where? GIMBLE: Behind you!!

RISTRICK: On no he's not!!!
-MARLECK: Oh yes he is!

RISTRICK: Oh no he's not!!! KALBAR: Yes he ruddy well is! -PISTRICK: Oh no he's no!

MARLECK: Look mate, he's behind you, right? And he's going to

RISTRICK: Oh no he's notif BARK LORD: Oh yes I am!! BISTRICK: Wha... (Ristrick collapses dead, Dark Lord exits stage

Inging I. Stupid git.
-COMP MINION: Don't worry I'll save the day!
-MARLECK: Lorks O Tordy who are you?
-COMP MINION: I'm the Competition Minion. Fighter for the prizes.

Pero of the winners and all that, like GIMBLE: Great. And what can you do for that out R ? COMP MIMION: With this here Summon Spell, I can bring him back to life!!

MARLECK: How do you expect to do that then?

COMP MINION: Well, I've been playing Tower Of Light, this brilliant
PRP game, from Carls Software starring you lot — and you can do

MARLECK: No we can't. You can't use a summon spell for bringing characters back to life!

GIMBLE: Anyway, we don't want Ristrick brought back to life. He's

RISTRICK: (With last dying breath) I heard that Gimble, you pint-

zed prati GIMBLE: (Kicks Ristrick) You're supposed to be dead, you are! RISTRICK: Urgh.

50: Hullo everyone, I'm 50 — 50!! — copies of *Tower Of Light.* KALBAR: Well swipe mel So you are!

O: Tell you what just to prove how super Caris are, they are going To give me away. Normally in the shops I'm £9,95 on cassette and 12,95 on disk (though if you order me from Carls' Mail Order I me with a free joystick to 'boot' (though it's not a good idea to oot your foystick as It might cause serious damage and unable to lay Tower Of Light).).
LBAR: Crikey!

COMP MINION: Well, 50 — 50!! — Copies of Tower Of Light, mind if I call you 50? No? Good. I'll give you away to the first 50 readers pulled out of the sack if they answer these following questions right...

1. Who was the famous Wizard from Camelot?

1. Who was the famous Wizard from Camelot?
2. Name one of the dwarves from The Hobbit
3. What's the plural of Eif? Is it Elfs, Elves, Loadsaetts?
Answers on a postcard for WILL SOMEONE PLEASE DO SOMETHING ABOUT THE TOWER OF LIGHT IT'S DARK IN HERE COMPO, CRASH, PO Box 10, Ludlow, Shropshire SY8 10B. Entries in by July 27, and normal competition rules apply.
KALBAR: Comp Minlon, is that the Crown Of Endit in your pocket or are you just pleased to see me?
COMP MINION: It's the Crown of Endit, I found it over there.
MARLECK: Gimme that (shatch!) C'mon you lot we've got the crown — now just to find a king and we'll have yed this beautiful land.

saved this beautiful land.

BAR: Hurrah for Marleckf (Marleck, Gimble and Kalbar exit stage left) OMP MINION: ByeeeeelThere is a happy ending to this tale, Comp Minion's love would not fail, he was devoted to The stump of a tree, which he married, because he's daft



### Views. News. Jetman. Hotlines. Forum. Heeeeere's Lloyd!

Silliness abounds at the Towers this month folks. We're celebrating Jetman's fifth birthday! Oi' Dog-brain first appeared in CR/ASH in July 1985 and when he was sent on a mission to retrieve the Eye of Oktup. He's found it, lost it, Monsta's eaten it, but as yet he hasn't got it to keep. Many thanks go to Loony Jetman's creator, John Richardson, for providing Jetman with such original adventures and adding plenty of new words to the CRASH dictionary (Bwah, Doohlcky, etc...) over the years and, of course, RARE/Ultimate for the wonderful game itself. For the first time, you can win an original Jetman strip in this month's Hotfine compo. The address to send your missives is LIVE CIRCUIT, CRASH, PO Box 10, Ludiow, Shropshire SY8 1DB. Until nex' munt then...

### RPGING

Dear Lloyd, ) would like to express my views on computer role playing games (No! Don't stop reading!) it's my opinion that role playing, like computing, has been seen as a 'weirdo's' hobby - full of chanting devil worshippers and the like.

What has this to do with computer games? Well, recently, there's been an enormous amount of software entering the market calling Itself 'RPG games'. Examples are The Bard's Tale, Times of Lore, Pools of Radience, Heroes of the Lance and Iron Lord. All of these claim to contain elements of an RPG. Most of them are not technically RPGs but are what I consider to be good attempts at computer RPGs.

The problem is with these games is the computer itself. We all know that the human brain is more versitile, more flexible, more realistic than any computer system and is more able to cope with the complex rules of a RPG than its mechanical

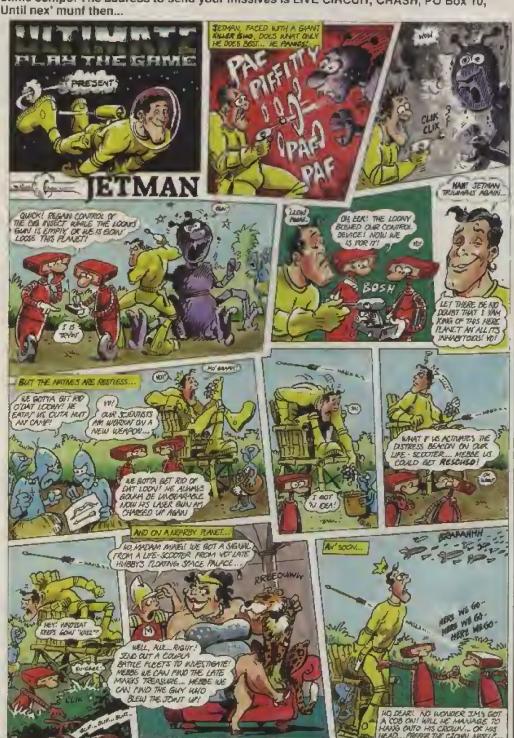
Imitation.

A computer can handle flight sequences and the like but not computer Interaction, NPCs (Nonplaying characters), arguments between players and the all important atmosphere provided by the vivid descriptions of a GM, Not even the 16-bits could cope with there, for all their graphics and

large mimory. On the other hand, I am pleased to see the wo hobbles meiging, especially sirce they are both scowled upon bythe majority of people, it is my hop: that the two hobbies will togethergain a bit of respect in the world by writing and advertising fogethe

David Anthony Lascettes, South Sheilds Tyna and Wear

A very opical letter indeed David - whalwith Times of Lore and Tower if Light both receiving very farourable reviews this month. What we could be witnessing is the creation of a new breed digames - of course. you're ight, a computer cannot really handle all the complexities of a rea RPG. But we have a culmination of both activities, and shouldte dubbed Computer Role Plying Games (CRPGs). It'll be iteresting to see what reactio this month's two CRPGs



red

g

DA ADMENTS

receive when they hit the shops. Hopefully, it will generate more interest in 'real' RPGs which is a great hobby end a marvellous outlet for imagination. LM

### AOO HOO TOONAiii

Dear Lloyd,

What is this mags game? Do you know that a third of the Jetman strip is nearly always missing? This is because on the other side there is either a competition form or a software company form. So when I cut out the form bang goes Jetman, I like to read it again and again but I can't if a third of it is missing. Congrats on the warning announcement on the 0898 phones, I think it was a very wise thing to do. But yesterday I phoned the competition line and spent two minutes listening to some berk wattling on about games in the shops before I was asked the three questions. Personally, I think CRASH is a great maq! Simon Aquitina, Eastleigh, Hants,

From the lop then. Well, yes it does occalsionally happen that Jetman is printed with a form on the other side of the page. Naturally, we try to avoid this with competitions et al. However, we don't see the ads before they're printed in CRASH so it's

difficult to know if they contain a form or not. Production Depl promise that they'll keep an eye

on it in future.
The whole objective about the 0898 line you refer to is that it's a release and competition line.
Designed to keep you up to date when games are appearing in shops. A lot of people have to travel miles to their nearest software shop — and a lot of the time disappointed not to find the game they want has been released. The competition is usually sponsored by one of the companies releasing games during the month to generate more interest.

### SAVIOUR OF THE PLUS 3

Dear Lloyd.

As one of the few survivors of the (Atarl) ST onslaught I am a member of the Spectrum +3 resistance group; fighting to uphold the honour, respect, pride and quality earned over the years by the tough Spectrum.

As a +3 owner I'm glad to say that at last we're winning the battle as ST sales drop — and with the support of the many brave, trustworthy +3 owners standing head held high

we can do it in style.

So now all you +3 owners rally now and join the forces of +3d, the new +3 user group. It's tree of charge and with a monthly newsletter con-

taining members letters, +3 news,

tips, answers to queries, program listings and reviews we aim to prove the Spectrum is still the best and out numbers ST users. So join now write to: Lee Davies, Plus3d, 3 Hendre Close, Rhuddlan, Clwyd, North Wales LL1B 5UE. Lee Davies, Clwyd.

Nice to see semeone making an effort to support the Plus 3!

### THE GREAT ISSUE 65 DEBATE

You loved ith 'Oh no we didn't!' You didn't? 'Oh yes we did', What a mixed malibag I've had to deal with! Here's the 'pick of the post', Awful expression.

Jon Williams from Lechlad, Glos speaks for quite a few of you when he says 'What happened to Front End, Comms, PBM, Adventure Trall, Tech Niche, Arcades, Frontline and the brilliant features?' Well Jon, to be honest, over the last

year interest in these sections (apart from Front End, which is now Live Circuit) has been minimal. The readers poll showed, once again, that these specialised subjects are not rated highly by the majority of readers, and you can't please all your readers all of the time! However, CRASH should be back in the arcades soon, and features will be returning — but will be game prientated, take a look at this month's Batman special, Next! 'As for the tape, terrific, four great games, great value and a snip at £1.50 but it doesn't make up for butchering the magazine' Yes, it was a bit thin, wasn't it Phil Darke of Blackwater, Surrey? A point also raised by Nick Humphries from Saffron Walden, Essex: 'Don't you think it was a bit thin? Why didn't you charge £1.95 for a 100 page magazine and cassette?' And Phil Darke would be prepared to pey 5p more 'I for one would pay £2.00 for itl'. Yes, but would everyone? But hold on, Stephen Davies liked

it a lot, 'I think the new look CRASH is utterly fab, amazing, brilliant!'. Any new readers? (most means came from established readers—most of them had not used their Speccy for years but still bought CRASH). I haven't bought your mag since November 1987, But then what do I see? CRASH, it's changed and what's that? A tape with four completely utterly brilliant games on it. I'd just like to congratulate you on a wonderful magazine and may it five for eternity! Thank you very much Matthew Tink from Norwich.

The debate will, no doubt, contin-



### Licence to Spill(Blood)

It was easy to spot all the wonderful game opportunities in the latest James Bond escapade, Licence to Kill, at a recent preview held by computer game licencees Domark: helicopters hooking flying planes up by their tails, Timothy Dalton water skiing on his bare leet behind an amphibian plane as it takes off, and of course the extended finale as Bond despatches several gasoline tankers driven by the baddies on a tortuous mountain road.

The Atari ST version was almost completed in time for the film preview and looks action-packed enough for any arcadester, but the Spectrum game was still a week or so off, although Domark assure us it should be ready in time for the film's general release at the end of June/early July.

And the movie itself? A mixed bag for this, the lirst Bond to earn a 15 certificate because of the increased amount of violence.



And violence there is aplenty. However there's a distinct lack of the familiar 'cartoon strip' Bond music to hurry the action along — an odd and sad omission, which was probably felt necessary by director John Glen to give a more serious overtone to Dalton's second film in the role. As a result the action sometimes seems to lan

That other essential ingredient of a Bond movie — the villain — is happily well in place in the form

of the largely unknown George Davi, who plays Sanchez, an unbelievably weelthy cocaine smuggler. Davi's face, delivery and massive grace are superb. He's REAL bad.

Bond is out for revenge when his CIA buddy, Felix Leiter, is done in by Sanchez after the drug baron escapes from custody in Florida. Bond is on his own, disowned by M and the service, as he chases Sanchez to Latin America and the heart of the drug business where money is dirty and loyalty gets paid in blood.

On the way, Bond is helped out by two plucky women and O — C, who finally gets his biggest role as he sneaks away on 'holiday' to prove that M may have discwned his favourite agent, but hasn't abandoned him. Wetch out for some of the most spectacular flying scenes and stunts ever. Licence to Kilf may just disappoint ardent Bond fans, but ii's still a pretty deft roller coaster tide of fun and mayhem,

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Wanted: Spectrum Machine Code and general programming blocks. Also wanted Ant Ahack and Underwurde. Withe lot Span Smith, 39 Valleyside, Warters End, Hernel Hempeteed, Herts, IP1 2LN, or tel. (0442) 215 738 after 6pm weekdays.

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### **EEK! A NASTY MON-STER COMPETITION**

And SYSTEM 3's Mark Cale is about as nasty as they come, This Dominator compo from issue 64 brought in sacks of brill piccies. The 20 best won a lifesize inflatable skeleton and a copy of Last Ninja 2 from System 3. Ta lads.
Shenon 4. Ta lads.
Shenon 519 9.00; Chilestopher Genson.
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Crews CW4 \$JG; Marcolm Surhs, Banbury OX16 \$AZ; Rowen Smith, Market Haborough L£15 \$LD; Rhys Lane, Slough \$LD 7PD.

### MASTER OF THE BUDGET COMP

What wonderful people work at MAS-TERTRONIC. Take that lovely Lestey Walker, What a smashing 'gai'. Lestey offered 10 winners a year's supply of Mastertronic games (ie. all their releases from June 1989 to May 1990). And those winners are... Andrew Bialchtord, Plymouth Pt2 185; Kland McDopald, Peterborough Pt2 185; Gavin Gibbart, Roysion SGB SEW, Merk Seers, Coulddon CV3 2NO; Peter McCormack, Durham OH2 2AF; Graham Lesch, Carliale CAZ 712; Alax Holland, Presion P84 4XA; Dovid Sejde, Cardiff CSA 4PE; Jan Andrews, Essex 596 6JX; S Frost, Romford RMS 2JE.

And that's yer 'tot' Told you your name wouldn't be listed here. Tee hee...

...But not quite everything — here are those competition results we forgot to put in last month...

### HOTLINE COMP

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### KNIGHTS IN WHITE SATIN COMP

Knight fever from UBI SOFT brough an onslaught of entries for the top prize of a Muddy Fox Courier Mountain Bike which was won by Colin Dingwall, LOCHWINNOCH PA12 4AZ.

10 second prize winners to recieve a

10 Second prize winners to recieve a copy of Iron Lord
Mark Davies, STOKE ON TRENT ST1 5NH;
Jamin Ritchia, OKEMAMPTON EXD 2NY; G
Caseley, LAUNCESTON PL 15 9NH; Keith
Dickie, ABERDEEN AB2 6CB; Claren
Richardson, CARLISLE CA1 3PJ; Simon
Johnson, BRISTOL 8515 2PD; Simon Walton,
SALTASH PL12 SEZ; Matthew Hancock,
PORTSMOUTH PO2 9EO; Mentin Justice, MILTON KEYNES MK3 7GJ; Duncan Harper, PLYMOUTH ELT 3PT;

10 runners-up to receive some

TO TUMBETS-UP TO FECSIVE SOME
UDISORI GOODIES
PHISTOR, KINGS LYNN PEST 7HR; D.A. Smith,
PORTSMOUTH POS 4SQ; M.A. HOVOTA, BARRY
CF6 6PR; T. Wright, MELTON MOWBRAY LETS
1SB; T. Thomson, RHYL LLTS, 4RN; Philip
Wynn, C.OPHILL MMS 4BE; J. Standen,
DAGENHAM RMD 6PY; Chris Barbour,
MALVERN LINK WRTS 1AW; Stuart Ancietzon,
BRIXWORTH MNS 9EF; Nicholas Glichtet,
EDINBURGH EHS 3OH.

### T'LL BE OUT SOON

Good old THALAMUS! Fab prizes in the Sanxion compo. Winner gets his paws on a hi-tech toy called EYE OF THE STORM, plus — plus! — a Thalamus I-shirt and a copy of Sanxion. The lucky chap was Luke Gletzen, LONDON SE23 3GN. 5 runners-up to receive a t-shirt and a

CODY of the game
Colin McBumis, DEWSBURY WF12 7PL; Neit
Harper, LIMERIGG FK1 3BW; J Moare,
SHEFFIELD S12 281; Damagh Nugeni, DUBLIN
4; Rowan Smith, MARKET HARBOROUGH LE16

20 runners-up to receive a copy of the

20 runners-up to receive a copy of the game Gary Vickers, Lincoln Ling 50A, Leigh Loveday, PORT TALBOT SA12 SAL; Atan Thorpe, SEAHAM SR7 7JD; Hitul Thobham, LEICESTER LES OFD; Peter Young, SADDLE-WORTH OLD SEG, Jason Dollann, SHEFFIELD S& BRB; Steven Martin, LONDON N13 SDT; Alaa Scrivens, CHESSINGTON KTS 1JZ; Andrew Ollert, RROUGH HUTS SXL; Brinas Korry, Lain-DON SS1S 1DB; R Waisen, KENT ME13 7BL; David Coverley, REDDAR TS11 6DG; Karl Bunyan, LINCOLN LINS SBD; Nell Brunton, WASHINGTON NESS 7HD; Michael Turner, TOTNES 1DS 6PX; Jason Mann, BOREHAM-WOOD WDB 4TF; Martin Hill, INVERTIBLE ABS 9TZ; C Kilosen, ESSEX CM19 4MX; Fipul Wilson, EDINBURCH ENS 3HU; Richard Sievens, GUILDFORD GUI 3AY.

### HE SLIMED ME COMP

green and yechy that's ACTIVI-SIONI Winner of this Ghostbuster competition was Jonathan Horner, HUNTINGDON FE19 2NX who gets a all expenses paid day out at arcadeland Brent Leisure (with friend) plus Real Ghostbusters t-shirt and mug!

10 second prize winners to receive Real Ghostbusters t-shirts and mug

Heat Gnostousiers t-shirts and mug and they are...
Paul Baker, MacGLESFIELD SK11 782; Alan Wheeler, LONDON SE16 223; Adem Thompson, MANWOATH TW13 6RF; Ian Briscoe, BARNSLEY S73 8ND; Michael Follen, NORFOLK PE36 90L; Richard Allison, SOUTH-FLEET DA13 9PN; Stmon Harris, SWANSEA SA4 ZWE-Cherry Frome, ST VICSPE17 4WL; Richard Maraden, PREST ON PR2 459; Darren Lowe, BARNSLEY 371 ZNJ. 10 runners-up to receive Real

10 runners-up to receive Real Ghosbusters t-shirls
James Bilot, DUNKINFIELD SK16 SPW; David Snet, VERWOOD BH21 5TG; Richard Japhar, LEWISHAM SETS 7JS; Mathlew Hades, DUD-LEY WMIddands; Philip Currie, LONDON N16 OAD; Stephen Robinson, LONDON SE22 9GB; Matthew Hammond, DUDLEY DY3 3RG; S. Appillina EASTLEIGH SOS 7EZ; Isn McEwan, HAZLEMERE HP15 7TF; Simon Lane, GOSPORT PD13 0XH.

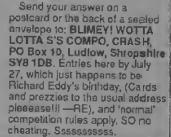
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25 copies of GREMLIN'S biking game up for grabs!!!

(Veeseerrrrroocom!!!) Wassat? (Screeeech!!!) Whodidwha..? (Neeseo-popoo-opwwww!) Whatthefugg?I (Vroom!), Oh Lord, it's Gremlin's 'dashing' PR minion Richard lean, mean racing machine' Barclay mucking about on a motor-bike. 'Hiya ruff 'n' ready riders! If you want to be like me and be a racing rebel doing lots of crazy stunts get yourself a Super Scramble Simulatorill',

Dear oh, dear oh me. Take his spark-plugs away somebody. Y'see readers, Barclay's trying to convince you how wonderful Gremlin's new motor cross biking game, Super Scramble Simulator, is. Why he bothers we don't know... 'cos il's brilliant already He doesn't need to make a fool of himself like this. But then, why change the habits of a lifetime?! (Sorry Richard).

Anyway, the cheeky chappie has given us 25 — 2511 — copies of Super Scramble Simulator to give away! To win a copy simply tell us how many s's there are in this competition. Get counting, and here's a few to start you off; SSSSSSSS.





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### CRASH HOTLINE COMPO





In a bizarre tit of generosity CRASH is giving away the original artwork for this month's Loony Jetman II Why? Because we're completely brilliant And because Jetman is five — FIVEI years old this month!!! (Hoppy burlday to da Loony! Tra-la-la - Monsta)

Our hero has been travelling the galactic highways of dattness for 60 episodes now and he still hasn't completed his first jobil Searching for the Eye of Oktup is obviously a bigger job than he's drawn for,

Yes!! He's the loon who gave birth to such glorious phrases as I's goin' shoot yous head off with this here bang-stick', 'Bwah!', and 'Hoh! Lookit ikka Monsta!!'. Whatta hero. So, for all you doohicky fans, this is the compo which just can't be missed!

Dial 0898 555 084 for the special one-off Jetman line where you'll hear five questions, and probably a lot of interuptions

from Jetman, all about our favorite Loony.
Get the answers right, fill in the form, and send it to: BWAHI
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0898 555 082 GOSSIP AHOYI

What's 'going down' in the Spectrum world?) Who's launching what?! And news about next month's cover

0898 555 083

NICKO'S PORKY PLAYING TIPS

Mr Tip himself Latest cheats for the best garrest! He's so

Calle scar 750 per minute dump off peak betward 36p homes, a year son't pay his on its de dispense betward 36p introducer are prought in you by CIPAGH LIZ and Challed Associations, District!

### THE CHARTS

Who said anything about games?

NICK ROBERTS is not only a somewhat portly lipster but also has his own disco set up with which he tour a the country (hemhem)! So here's

### NICKO'S TOP FIVE ROTUND DANCE TRACKS

- Too Many Broken Jam Tarts (Jason Bunintheoven)
- Bullalo Pie (Nenah Cherrycake)
- Licence to Eat (Gladys Knight)

- We'd Rather Snack (The Reynolds Chefs)
- Where has all the food Gone? (Yazz)

OLI FREY glorious editor of this esteamed organ and general allround arty person has his own taste in ink colours...

### OLI'S TOP FIVE FAVOURITE COLOURS

- 1. Broken Ribs Red
- Death Blue
- Melting Earlobe Yellow
- 4. Freshly Used Sword Purple Alien's Gastric Juice Green

MIKE DUNN the chap who gets so worried about exams all his teeth fall out, CRASH now proubly presents...

### MIKE 'SKIPPY' DUNN'S TOP **FIVE WORST NIGHTMARES**

- Nearly reaching the top of the A level stairs when turns into a downhill slope
- Worrying about warrying about A levels
- The big hairy A level monster The curse of the failed A level
- Grade U

RICHARD EDDY, our beloved features ed, and his tips on how

90

to make sense of review comments...

### RICHARD'S TOP FIVE REVIEWING CLICHES

- Well worth a look (prettycrap)
   If you're a fan of the coir-op
- you'll love this (okay conversion of an awful acade machine)
- It had me playing for weiks! (ten minutes)
- A new angle on a popular theme (rip-off of another game with different graptics)
- Try before you buy (some daft git might like it)

IT'S THE CRASH SUMMER BON Soak up the summer fun from 27 July!!

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Pholography: Cameron Pound, Michael Parkinson (ssietant)
Contributors: Mich Roberts, Michael Farkinson (ssietant)
Contributors: Mich Roberts, Michael Fakinson (ssietant)
Contributors: Mich Roberts, Michael Fakinson (ssietant)
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COMPETITION TRULES The Editor's decision is final in all matinitishing to adjudication which we oblight prizes in good falls, believing from to translable, it satisfies and matinitishing to adjudication and which we oblight prizes in good falls, believing from to breakled by a satisfied material to power like a game that has been offered as tire being scrapped; we reserve the right schedule prizes at comparable withing the competition as possible after the published sing data. Witness areas will appoint in a later issue to ICRASH, No comparable value (if the year hard with a prize and a desert than on the Assat drop by Microssic like at the prize of the person who has any relationable, no matter forecasts, or anyone who works the schedule of person who has any relationable, no matter forecasts, or anyone who works the schedule of person who has any electronic person who has any anyone who works the schedule of person who has any anyone who works the schedule of person who has anyone and person person material and person and the person who has any and pessengarish material references and territories—may be reported to person and territories—may be reported to person to who has any and pessengarish material to recurrence of the region of the person of the person of the person of the very the material shoulds. Similar transparences wherever possable in wear a aspessed in CRASH in the 1993 is here.

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iclure the scene; it is the dim and distant past, an age when the land was ruled by High Kings and Sir Clive was still dreaming up the ZX81. The present High King has disappeared, and the deputy appointed to look after the kingdom in his absence has the nation on the brink of collapse. The only way out of this depression is

for some suitably heroic per-son (like yoursell) to get three ancient wizardly artifacts (the Forefelling Stones, the Tablel of Truth and the Medalion of Power) together, and dig up (hopefully not lif-erally) the old King from wherever he's hiding. Starting in the Frothing Stosh Tavern, in Eralan, you receive a lask from a helpful prior. He tells you that you must retrieve the Foretelling Stones from the thleving raiders of the north, Once you've reclaimed the artifacts you must return them to the prior. And the rest you'll have to find out for yourself!

Times Of Lore is icon driven. You can converse with other characters (assuming they're willing to lalk to you!); examine items; get an

there is only one word to describe Times Of Lore: enchanting You get so involved in the game, thanks to the strong almosphere and the excitement of achievement, that you really leel as it you've gone back in time. The all round presentation (both on screen and in the literature) is excellent, with a super, illustrated title sequence telling the story of the High King of Arslan. The game itself is sel out Gauntlet-style with ample colour in the lowas, forests and bridges that make up the landscape. However, due to the control method, it's all loo easy to pop off some kind sort with whom you were conversing. That aside, Times Of Lord is simply brilliant, buy it to believe it.





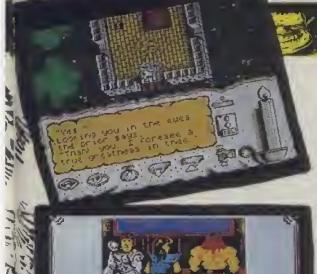
Virgin Games (licensed from Temco) Random Access **€8.99** 

espite the title, | can't find anything very sliky (or wormy for that mat-(ar) about this game! it's a perfectly normal scrolling shoot-'em-up, in which you have to clear 11 levels of super-'ard nasties to liberate the planet and bring peace and joy to the universe etc...

To complete this 'awesome' task, what mighly ship are you given? An interplanelary battle cruiser with multimega laser cannons and hyper warp drive? Not quite.

instead, you get a helicopter and a jeep. Can't you see those alien meanies quaking in their boots? No, nor can it Still, along the way, there's a multilude of extra amount to be collected; including rapid fire, bonuses and shields. When the kill counter reaches zero the bits of the 'goos:e' helicapter fly on screen. Shoot them before they assemble, and you get ain extra bonus item (if you'tre too slow, you only get ome

As destruction games go,



Inventory; pick up/drep things; use an item; load/ save games; and offer items to characters, Pressing SPACE brings up the icon selector - unless someone is trying to strike up a conversation with you, in which case you talk automatically. To get on in the game you need to converse with loads of people - some of them have very interesting things

should be rewarding. The

to say. And there's an awful lot of walking around to be done, too, so a pair of magic boots wouldn't be a bad idea.

There is one more thing which is of paramount importance: DON'T HIT ANY VIL-LAGERS!! Smash away at orcs and archers to your heart's content, but be very careful of hacking up members of civilised society. Should you lel the ol' sword

'accidentally' slip into someone's stomach, then everyone in the game Ignores you (or tries to kill you), and it becomes very difficult to make any progress at all.

To save a game, you have to spend the night at an inn, which has the useful sideeffect of replenishing your energy (represented by a candle). Times Of Lore is probably the best arcade adventure I've played. The documentation and packaging are both excellent. Graphically, it's brittiant, and there is a wido variety of music in the introductory sequence, I have no hesitation in recommending it to all bul the most dedicated arcade player. Well 'ard MIKE

A tons	lime since we saw
M HUIIN	IIIIIA ZIIICE MO ZUM
SHE	an enchanting.
al-man	wheele shallnaan
eimus	spheric challenge

PRESENTATION	94%	-11
GRAPHICS	90%	5
SOUND	89%	
PLAYABILITY	44%	
ABDICTIVITY	94%	Z
OVERALL	94%	9

Silkworm is line. It's definitely a bit easy (I completed it after a dozen goes), but if you lind the normal level of blast-'em-ups too difficult, this one two-player option is brilliant fone takes control of the leep and the other the helicopter) and increases the addictivity. Nice graphics and excellent playability make this a good

The moment has arrived in which you must choose the one who shall bear your late. Here stands a knight unfailing courage; a Vallagie — both strong and audid; and a Borbarian of matchless might that he joystek, and button, select the character who all live in this world in your make.

What can I say about Silkworm that you can't lell K from the screenshol? It is another shoot-'em-up In the same style as R-Type. All the graphics are nicely drawn and animated but there is a distinct lack of colour. Armoury's not that great either, you can only build up your weapons to double lire (wowl). There are some big nasties which help the addictiveness, but there's little variety. The two-player option is the game's best aspect, allowing real cooperation for advancement, Sound effects are of the bangbang variety, with a military-style tunette on the front end. Silkworm is a decidedly average shoot-'em-up, with a primilive addiction that will only appeal to poor arcade players.



choice for the non-expert game player!

MIKE

Simple fun for arcadesters who requires little depth to

their gaming				
PRESENTATION	73/6	1		
GRAPHICS	73%	5		
SOUND	69%			
PLAYABILITY	68%a			
ADDIETIVITY	72%	Z		
OVERALL	73%	2		



've never actually had experience of driving a Ferrari F40, Titus, if you want me to say how realistic Crazy Cars II is, I'm alraid you'll just have to give me brand new one. While, please. No? Oh well, it was worth trying.

Crazy Cars II places you behind the wheel of an extremely last Ferrari (300 mph max), and puts you on the US highways where a gang of car thieves must be caught and brought to justice.

Naturally, it's not just a

allowed two gears?), the car has a radar indicator which shows how far away the cops are. There's also a rev counter, score counter and a bonus counter which decreases as time rushes by...

Crazy Cars II is immensely playable, however the graphics let the rest of the game down. They are unvaried and the road can become guite monolonous. Overall, a reasonable buy — with more content it coulds been a conlender.

MIKE

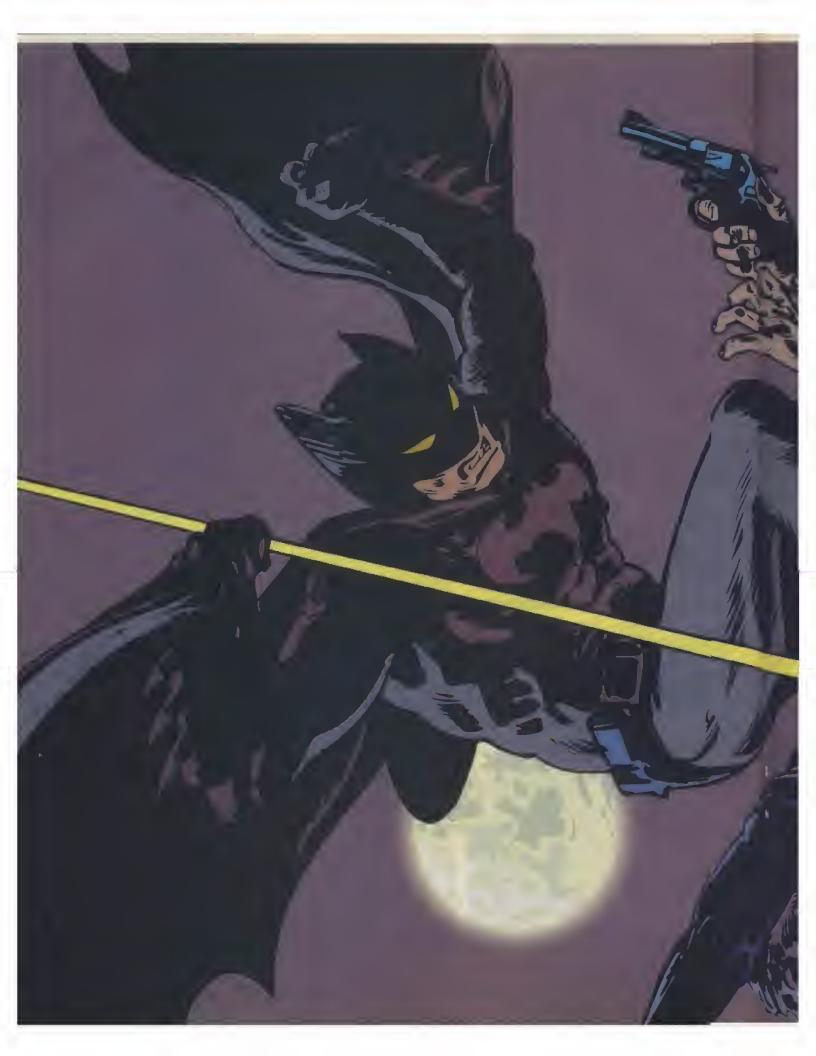
NICK If you thought WEC Le Mans was good, but limit-ed with just one track, you should take a peek at Crazy Cars IR Smooth-scrolling landscapes, road blocks, police cars and four states of the USA in which to revit up Wowee! Both cars are excellently drawn and animated, with an amazing leeling as you speed past roadblocks and bounce

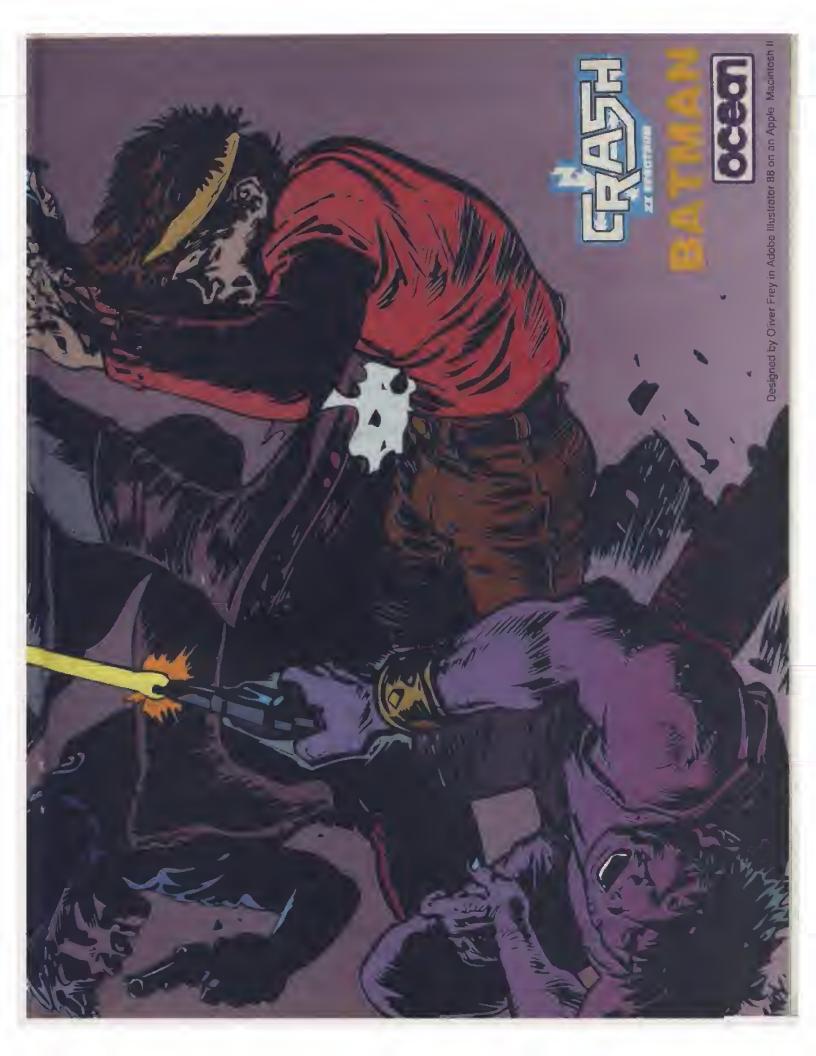
Although it doesn't affect the playability, it's a pity that every route and state are the same two colours. However, the variation of routes from one point to another is a great idea. Each time you play you could go a different way, thus having almost unlimited variety. Crazy Cars II is an excellent game for all lovers of Cut Run, WEC Le Mans and other superspeeding car driving simulations.

matter of zooming down tots of nice straight empty roads, There's lots of twisty-lurny bits and millions of not-veryhappy policemen who aren't too keen on you driving a Ferrari around at top speed. The fuzz tend to pull in front of you and slow you down stop and you're in the clink. Road blocks also tend to slow the car down (by blowing it up), so it's best to avoid them with some stick steering.

As well as speed and near indicators (why are we only

	id ( )	اود
PRESENTATION	t. 1	$\mathbf{n}$
GRAPHICS	ום ליו	5
SOUND	16/m	
PLAYABILITY	54 ;	
ADDICTIVITY	9.91	
OVERALL	79	S







### TV Games # £7.95

re you one of these people who sits in front of the telly watching game shows and says: 'I could do better than that'? Whatever you say you can now play Bob's Full House, that popular (?) BBC game show, on your Spectrum.

According to the inlay 'hours of lamity entertainment' is guaranteed as you play through the three rounds of the TV show, with the winner going on to the grand linal.

The first round is open to all contestants and the objective is to light the lour corners of your bingo eard. Each of the four contestants (some can be the computer) has a button on the keyboard as a buzzer and once pressed the answer has to be keyed in word perfect. If you get an answer wrong you are 'wallied' and cannot answer the next question (it's good if you

play with Skippy because he's always been a wally),

Round two is identical to tound one except that this time you have to light up all are asked to choose a number of a square. Some squares give that amount in money and others give a letter. The letters make up the

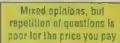
MIKE While aesibelically quite pleasing, with animaled contestants and an amusing carlcalure of Mr Monkhouse, the game offers fillle in the way of entertainment. If knows hardly any questions; you can get the same question three of four times in one game quite easity, and trankly the game's whole design is pathetic. Like all computer quiz show the ins. Bob's Full House simply does not muster up any sense of achievement on the player's part, more so in one-player mode. Basically, this is one TV ticence Comark should have left alone.

the squares in the middle row. The third is where you go for a full house and light up all the lights on your card. The first person to get a full house goes on to the big thrish, Bob's Golden Card. If you have ever watched the programme on TV you will know that the confestion has 50 seconds to answer as many questions as possible. Each time they get one right they

name of a holiday destination — your prize.

It all sounds great tun, doesn't it? The computer version holds little long term appeal as the questions repeal themselves very quickly. The pictures of the confestants and bingo cards are average, but graphics are not that important in a guiz game. There are basic sound effects during the game but no tune. Bob's Full House is great as a television programme and had potential as a computer game but the tack of questions really lets it down

NICE



poor for the price you pay		
PRESENTATION	58%	
GRAPHICS	58%	K
SOUND	20%	
PLAYASILTTY	28%	
ADDICTIVITY	35%	Z
OVERALL	48%	n



### Grandslam/Teque ■ £12.95/£14.95

he year is 2063, the place is a small remote island in the centre of the Pacific Ocean. Not very much happens here, nothing that is entil the cry 'calling international Reseua' goes up, because tucked away in the middle of this island is

the Tracy residence. Jeff
Tracy, ex-astronaut and
relired industralist is the boss
men behind the world's top
global rescue team, aided by
his sons Scott, Virgil, Alan,
Gordon and John.

Thunderbirds is the latest attempt to do Mr Anderson's

### TIME SCANNER

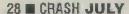
### Electric Dreams/Spidersoft ■ £9.99

I's a while since we've had a Spectrum pinball variant, and this is quite an enjoyable one. Unlike most of the others that have

surfaced in the past, this Electric Dreams version exploits all aspects of plaballing and much more.

There are tour different







famous early-Sixties puppet creations justice - Firebird had a go some lime back.

This is a four-level arcade/strategy game with each section representing a knd of typical TV episode, although all tour are related to each other.

Task number one calls International rescue to a mine where two miners are trapped in a cage deep below the surface far from conventional help. Worse still a leaky valve is letting the mine till with water.

So Alan, Virgil and Horatio Hackenback III — Brains head to the rescue. Virgil waits in Thunderbird 2 as the others rummage around the mine solving clues which will save the trapped miners. Each of the characters must take two items from a choice of torch, lamp, laser cutting tool, bag of gob stoppers, klaxon and grease can. It's your chaice to work out which is necessary to each lask in in each section of the game. And the characters are controlled separately, with many puzzies only solvable by a

particular person.

Succeed in rescuing the miners and you're given a password to the next level, called Sub Crash. A revolutionary atomic-powered submarine has struck a deliberately planled mine and now teeters on the edge of an underwater volcano whilst its nuclear reactor threatens to go critical at any moment Alan and Gordon's task in TB4 is to shut down the reactor and refloat the sub before it falls into the volcano and causes even more aggro. Another six items and the customary time limit apply.
After raising the sub trag-

ments of limpet mine discovered in its hull have been identified, although the makers are not known. The probtem is that the document detailing the mine's makers are locked in a vault in the Bank of England. So mission three sees the British agents Lady Penelope and her long suffering manservant Parker sneeking into the bank. They have to negotiate faulty lifts, an overzealous quard and a variety of security devices which need plenty of thought to bypass.

Once Penelope and Parker have retrieved the document they discover that the evil Hood is behind the dastardly scheme. They also discover that he's holding International Rescue to ransom, having photographed the Thunderbird craft at the scene of the sub crash, He's also threatening to explode a 60megalon bomb if they don't pay loadsa dosh in three

hours. Countdown To Terror lakes Scott and Virgit to Arizona to ballle the Hood and destroy his devilish bomb, but as always tiendish puzzles, a manic robot and the evil genius himself threaten the Tracy's plans.

Grandslam have done an excellent job in converting the puppets from TV to the computer screen. The character sprites all move around the screen as amusingly as their supermarionated cousins (and I mean that as a compliment). The puzzles are devilishly complicated (espetially on levels three and lour), but not so much as to kill enthusiasm.

MARK

tr ta til 1	Ti ite	
1 1 1	1   5	
PRESENTATION	92 :	Ī
GRAPHICS	100	
SOUND	15	ĺ
PLAYABILITY	47g.ta	
ADDICTIVITY		ļ
OVERALL	1	Ì

machines to play on, based vaguely around some historical theme (I assume that's why it's called Time Scanner). For the two people In the universe who've never played a pinball machine and

don't know what it's about, the basic idea is that you tire a small ball into an enclosed area. By using specially placed Hippers, you can bash the ball about so as to hit cer-



lain obstacles which score points or get bonuses.

On the first level, Volcano, ou've to shoot the balls through transparent volcano lanes and light up the letters VOLCANO. When all the let-ters are (it, the volcano erupis, and you get an extra two balls!

Second level is the Saggarah (don't ask me) stage, with lots of Egyptian sphinges (yes, that's how you spell it, Oli) and pyramids around. Light the letters PYRAMID and then drop the balls into the triple ball hole. On the third stage, Ruins, you have to drop the balls into the centre hole. Get two down, light all the targets and you're given a special fire ball, which has to be fired Into the hote. Then you go onto the Special section, and quess what the blocks spell out this time? S...P...E...

Take four pinball games and a bit of Breakout, NICK Take four pinball games and a bit of breakedt, and bricky tayouts and special effects and what have you got? Time Scanner! I have never enjoyed playing a pinball simulation so much. It is very similar to the Code Masters' Pinhall Simulator but this one actually allows you to complete a table now and then. The four layouts in the game are all as good as each other with plenty of buzzers, Hippers and surprises in store for the player. One minute the ball can be bobbing along nicely and the Three balls and maybem breat Special level includes a breat spoiled it!). I would recomme loads of ball-bashing fun!

Time Scanner is an excellent variation on an ancient lineme. Thankfully Ihere's enough content in it to make it addictive, though for ten quid you might be tempted to wait for it to come out on budget, It's not the sort of game that grows old quickly. The idea behind it is simple and unoriginal, but it's a tried and tested formula and it works well.

MIKE

ks o	ut. Talking of b slyle bit (cops Tune Scanner l	reak ou z'ladi's	I, lhe		
Steel ball antics so fast you will flipper your lid with the frantic fun					
	PRESENTATION	80%	77		
	GRAPHICS	81%	51		
	SOUND	82%			

PLAYABILITY

ADDICTIVITY

OVERALL

CRASH JULY **29** 

B2%

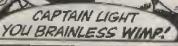
83%

# CAPTAIN

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SO IT WAS A BIT BELOW THE BELT, WHO CARES? ONLY TROUBLE IS, HE'S DESTROYED ALL THE GAMES SOFTWARE



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Afright me lovelles? You've tuned into the ultra def and crucial Nick's Playing Tips (ha, and there's you thinking this was Children's Hour!). This is the sec-tion of CRASH with lots of sililiness (wurblet) and just a few tips and maps for the latest Spectrum games.

the latest Spectrum games.

Doesn't time thy when you're having fun. It doesn't seem long since I was nattering on about reaching the tender age of 16, and now here I am again — one year older (I'll soon be drawing me pension and complaining about here young uns — well perhaps not!). So what does 17 years of age do for you then? Well you have all had to sit through Dom Handy wobbling on about his Fiesta, and now you can enjoy my adventures in the nackered out car market (what do you expect, I'm only a llippin stoodent).

Did you all enjoy that brilliant tape stuck on the cover last ish then? Well if you thought that you would never recover from the excitement of that, look there this month — corl The POKEs have gone up market. But POKEs aren't everything are they? No, there are some stonking good lips in these pages of mine and a map of the budget hill Blackbeard.

I haven't been giving much software away lately because I'm a mean bar steward but the £40 prize is back in new and it goes to... ha, you'll have to read the tips to find out.

read the tips to find out.

### Stormlord

Don't you just love being kept in sus- 1 pense? No, oh well. Anyway, here is the second part to the solution to Hewson's Stormlard. The groovy Rat Cecco game.

Go left and get key. Go right through pawns and open chamber, go right again through second pawns and get shoes. Go left and get fairy, use spring board. Go left and jump over high skull wall. Go left through the worms and swap the shoes for the umbrella. Use the springboard, got the fairy in the rainy chamber. Go right through

the dragons and get the key (disInte-grate the platform the key is on). Go left through the dragons and open the door to use springboard. Get fairy, go right and use the springboard. Use springboard, get by door, get shoes. Go right through tiles and get the honey pot. Drop down and use the springboard, Divert swarm and get fairy. Go right and open the chamber door. Get shoes, get the fairy on high ledge. Use springboard whilst pressing right to avoid fly trap and get final To be continued...



### Renegade 3

Yeh, I loved this game because I'm that 'ard. Well the reason is probably more because I stuck a load of POKEs into it and completed no hassie! But Paul Jolly (seems a happy chap) from Weybridge doesn't use POKEs and he has sent in these tips to help his fellow Renegaters.

1. When on the top level of the screen (by climbing up the wall) keep per-forming the jump kick move. You can hit anyone on the bottom level as long as they are below you. This is a good way to build up points without your energy being drained.

2. On two screens of each level you can't move out of it until you have killed 12 people or monsters. Three come from each side of the screen. I find it easiest if you hit one of the monsters on one side and then turn around to hit one on the other side.

This prevents you from being hit in the back. Or you could you the cheat in last months tips.

You can drop off the top level of the screen without losing any energy. Watch out on the prehistoric and medieval levels though as there are lots of pointy spikes about and you might lose your indispensables!
4. On the medieval level watch out for the knights on habby horses with lances. They jab you with the lance as they rush in at you. I find it best if you

5. The small bundles of bandages on level 2 jump at you and drain your energy. Kick or duck and punch them. S. I think the guickest move is the duck punch.

use a jump kick on them.

Why do all good things in life have the word 'MODE' in their name? What do you mean they don't, well yeah I suppose Nick doesn't, but there's Cheat Mode Motel and of course the brilliant Depeche Mode! Taking of cheats here they are (I new I was writing this for a reason).

### Mission

For infinite ships in this game all you have to do is start a one player game and press the "key (Tent in the garden: Christopher

When you get knocked down, pause the game then restart it and you will

be standing up again, which is very (Cleaner's cupboard: Finlay Stewart)

### Luarx

Enter HI GREG as a high score name. Then pressing Z, S, D, G, H and B logether gives you eight lives and moves you to the next level, wow! (Double room and breakfast with extra Rice Krispies: Dave Styles)

### Red Heat

All you have to do is press SYMBOL SHIFT and all the numbers on the keyboard and you will have ten lives to bash and smash your way through. (Bathroom Cobinet, Daniel Thomas)

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### R-Type

Fed up with the usual boring Infinite tives that most POKEs give these days, Euan Smith decided to doing his own bit of hacking. He has come up with these multiface POKEs for R-Type that give some strange effects. If anyone would like to come up with a loader for these I'm sure it will be printed.

POKE 37362,201 = Immortality POKE 38240,0 + POKE 38241,0 + POKE 38242,0 = This makes you disappear completely so you can't be hit by any of the aliens, although you cankill yourself on the background scenery.

POKE 38241,6 + POKE 38242,154 = Makes you fly upside down!

POKE 38241,14 + Followed POKE 38242,154 = Makes you fly back 34389,91

to front!

POKE 38241,22 + POKE 38242,154 = Makes you fly upside down and back to tront!!

POKE 38241,254 + POKE 38242,153 = Gets you back to normal.

POKE 34930,195 = Removes the background scenery.

The next set of POKEs is a bit more useful. It provides you with an extra key, W. When pressed your ship is provided with a complete complement of attachments along with the ripple laser for extra firehower.

ADDRESS	COBE (IN HEX)
5B00	01 FE FB EO 78 E6 02 20
5808	0B 01 1D 00 11 A3 7A 21
5B10	18 58 ED B0 C3 79 89 00
5B18	01 03 01 01 01 00 08 08
5B20	00 0C 0A 01 04 09 02 06
5B28	02 0D 0A 07 06 0A 0E 00
5B20	00 00 03 03 00 00 00 00

Followed by: POKE 34388,0 and POKE 34389.91

### Skateball

To go along with the cheat mode for Skateball printed a couple of issues back here are some groovy tips from Stephen Wedge of Chaselown. I wouldn't want to chase a town (no me neither — Skip) (what a bad joke!).

If you are playing against the computer in a one player game then select
the team: HAREGANY, AGRAVAIN and
MANDRAX, For the computer select
the team: GENGHIS, ERIANG and
ZAXX. This means that you have the
strongest team and the computer has

the weakest so the game will be easier, 2. On early levels stronger players do best, even so, avoid tackling head on. 3. It you are a weak player, tackle from behind.

4. To get a certain goal, walk the ball into the net.

5. When in your own penalty area, shoot the ball up field to clear it and then chase it to score a goal easily using the method described in No. 4. 6. When on later levels with pits and spiked balls use the radar scanner to avoid them when you are off screen.

### FLASIBAGI

### Micronaut One

Well you know what a kind, considerate bloke I am. So I thought that I would print some lips for all you fans of Micronaut One, one of the games on the cover cassette last issue. Onn't forget that II you want tips on any game that has been re-released tately then drop me a line (I always wanted to say that!) at the usual address.

 Collect the small clouds which fileat about the tunnels as these increase your energy

your energy.

2. Destroy all of the webs, this is dione by shooting the grey blob.

3. Don't shoot the eggs, it wastes too much energy.

4. Only attend to the ETUs when threy are at danger status or critical, otherwise you waste time.

5. The other objects you see in the tunnels are there just to get in the tway, don't waste energy shooting them...
6. The first three levels are the tuninels of Ceres, Ganymede and Phobos.





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### Tiger Road

This game is getting on a bit now but who cares? I'm sure there are plenty of people out there still stuck on it. 11 year old Stuart Dees of Lightwater in Surrey certainly isn't though, here are his tips.

As soon as you appear, jump right and kill the two sword bearers. When you have done that, jump right again and you should be on the first stone slab. Walk to the end of it and jump right again onto the second slab. Walk to the end of this slab and jump right. Then walk right and voila, you're on

Walk right a bit and jump a level twice. Walk right and you should fall but carry on walking to the first pillar. Start firing constantly till the monster that should be on the screen is dead, Once you have done that, start firing at the near by trophy and a ball and chain appears. That should be collected simply by walking over it. Walk right till you are at the beginning of the second green walf decoration. Start firing like mad till the monster is dead. Walk right till you are under the last wall decoration and jump up a level, start firing till the monster is dead.

Now walk on right to level 3.

Level 3

This level is a lot easier than the second level as all you have to do for most of it is jump the barrels. As soon as you appear, jump right and keep the joystick in that position and you will find that you will jump all the barrels till you reach the wall that you have to jump on to. Soon after the wall comes a hole which if you fall into you lose a life. Once cleared of this hole by jumping it, jump right over the rolling barreis and walk right to level 4.

On this level there is just one creature you have to face in one room and the creature has more energy than you do! The main thing to do in this level is if you have the ball and chain (like you should have if you have been following this) you can attack when the creature is walking towards you, but is still a fair distance away. When the creature climbs up the wall and jumps at you, just jump up and dodge him as it is very easy to do so. Only attack when he is on the ground, and always face the creature. When and if you have killed him, walk right through the right door to level 5.

# Orash Edition

Still stuck on that 'dude' game from last month's cover cassette? Well not any more because here is the solution already! This is from G Hyde of Brantingham,

L, I, collect egg and mucky grease gun. Go into cave, I, use gun near wagon, d. get purse, leave at bottom of screen, d, get clove of garlic, u, l, keeping garlic jump on bat, r, leave garlic near purse, I, get egg and bottle, r, u, r, r, leave bottle on roof, l, l, d, get purse, u, r, r, r, leave gold near pot, l, get bottle, r. leave bottle near pot, get purse, r, leave purse near bird seed, get bird seed, carrying seed jump on bird, r, r, r, kill bird, u, kill birds, drop seed, get ghost laser, d, l, get on very edge of springboard, jump once, spring left onto top of wall, I, I, I, I, drop laser near purse, get purse, r, r, r, r, r, drop purse near bucket, get wig

off platform, I, I, use springboard as before, i, i, i, i, drop wig in pot, r, r, get cutters, i, i, i, leave cutters on roof, r, r, get laser, I, I, I, go in cave, I, d, d, drop laser, u, gel garlic, d, drop garlic, get laser, kill ghost, get garlic, r at bottom of screen, kill bat, r, get onto the small platform, jump up so bridge falls, r, drop garlic, get feather, I, I, I, u, u out of mine, r, r, r, put feather in pot, 1, get cutters, I,go out of top left of screen, I, get troll brew, drop cutters, r, use springboard to go out of top r of screen, r, r, put brew in pot, l, l, go out of top left of screen, l, get cutters, r, use springboard to get out of top r of screen, go down the mine, I, I, use cutters, use raft to get cloud silver line, r, r, u, r, r, r, put silver line in pot, r, get torch, I, use torch near pot, get bottle, leave bottle on pot, the bottle will bounce once and fill up, collect it. Read the screen!

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### POKEs on tape...

Well what have we here then? Yup, it's a Bashy new POKE program exclusive to these pages (and tapes). It comes from Graham Turbo' Mason, the master of the Spectrum add on. Just take a peek at the glorious games that have been POKEd on the tape this month...

Navy Moves Part 1 Navy Moves Part 2 Repton Mania 1 Repton Mania 2 DNA Warrior Dark Fusion Vindicators Sanxion 48K LED Storm 48K Last Duel Human Killing Machine Tiger Road Renegade 3 Well how about that then? 13 POKEs that you don't even have to type in! Just load up the POKE program off the cover casette, road the scrolling message (this bit is optional!), press E to enter the POKE list and use keys O and A to scroll the list of games. Once you have got the game you want to POKE at the bottom of the list press the SPACE key and load up the game from the beginning. Don't worry if it looks like it's not loading or the screen corrupts. Keep the tape playing and all will be fine. I have not had firme to test all the POKEs and see what they do so you may have some pleasant surprises when you load up your game. Look out for more flashy POKEing funnext month and if you want a particular game hacked for you, write in to me and I will try to include it on the next tape or alternatively write to Turbo at the address in the scrolling message.

### Rock Star Ate My Hamster

Here are a few quickies (whoop, whoop!) for that crazy Code Masters game Rock Star Ata My Hamster. That's nothing, my brother ate a whole flock of zebras and a small turry goldfish the other day. Oh sorry, this is from Keyin Flack of Romlard.

At the beginning use the publior about two weeks then go straight to the stadiums. Charge £10 for each ticket, If you keep going to the stadiums, gradually you will build up to making £100,000 every night! Use the computer suggestions for names of the group and the singles on the album, these seem to do botter in the charts. It is best to use the rock star whose wages are under £10,000 a week (I'm in the wrong business!). A good one to use is Dorrisey.

Well that's the end of another month's pages (and it means that I haven't got the excuse of 'I've got to do the tips' when Richard is after reviews!). I promise you more iun and Irolicks next time round and an even better POKE program on the cassette. So send all yer hackings, tip bits and juicy maps to this address... Nick 'Pie' Roberts, Playing Tips, CRASH, PO BOX 10, LUD-LOW, SHROPSHIRE, SY8 108

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Please allow 28 days for your free gift.



half expected this to be a version of the first ever scrolling shool-'em-up, Scramble, Thank goodness it isn't! What we have instead is a modern version of the old classic molorbike scrambling game Kikstarl, with much bigger graphics and even more playabilily. Super Scramble Simulator

is spread over 15 levels, tive blocks of three. There are three mud courses and two concrete: each type has its

own type of obstacle. For instance, the concrete lends to have ramps, skips (yeah!) and forries, and the mud courses usually have lots of hills and loos,

Each course has a qualify time - you incur time penalties by going too fast over certain sections, crashing onlo either wheel, letting the bike stall, or going off course. If you manage to complete the course with Bime to spare, the remaining

Brin, brin, who remembers that brill program Kikstart? Gremlin seem to have, with their great version of the old lave. Super Scramble Simulator (sounds like something from Code Masters!) is packed full of excoltent graphics, ir cky course layouts and loads of addictive-ness (no it can't be from Code Musters!!). Of all the courses the obstacle ones are the best, with such things as cars, trailers, barrels and water to negotiated. I have spent hours play-ing SSS a diapart from the back to the beginning problem, Super Scramble Simulator is an excellent game

seconds get added to your score. If you don't... game

Should you fail an obstacle

several times, then you'll get

laken onto the next one, incurring an extra big penalty. On the first two courses,

you get three attempts at each one, on the second couple of levels, four attempts, and on the last one, seven!

Super Scramble Simulator is an excellent game, however, it has one fault, and that, unfortunately, is a big one: having to go back to the beginning after playing through the first three sets of courses is very, very annoy-ing. That said, it manages to retain a fot of addictiveness despite the frustration (like life really) (the practe speaks

- Ed). The graphics are good, the sound is superb. the game is fun, the price is tight. So where's Leslie Crowlher? Playing Super Scramble Simulator II he's got any sense!

MIKE





#### MEETS THE BLASTERTRONS

Psyclapse/Clockwise Ltd ■ £9.99

era's a turn up for the books. Psyclapse, the software house which normally concentrates on 16bit games, suddenly pop up in the Spectrum 'field' with this odd two-player Gauntiefesque game.

Il's double lun and double trouble all the way?' proclaims the jubilant intay. Hem hem, this is a bijou libelte. What we've got here is a split-screen maze game (two players simultaneously). with very tiny graphics (one character square per graphic) and confusing Hick-screen

PRHOUP

DEMERSE

CHÄÄGE

CREDIT

RRHOUR

อกหีที่ธะ

CHARGE

Captain Fizz has to destroy the master computer by eliminating all the alien generalors on each of the 20 levels.

If you don't, the space station you're on will sun dive.

As you and your mate (Cap'n Fizz has apparently been cloned to work as a stormtrooping double-act) explore the mazes, viewed from overhead, an onstaught of altens will try to stop you
— quite persuasively too with their megabolt lasers. You've laser loo, so blast 'em back, Cap.

There are also colourcoded keys which are required to enter and explore rooms within the maze. The main objective on each level is to reach the lifts, transport-

It's coming to something when a programmer E using single character graphics can't even scroll a quarter screen gameptay area smoothly. You really do have to see the graphics in *Captain Fizz* to believe them; I think that any softwere house expecting people to buy a game that looks like this is off its proverbial rocker. If you're already lucky enough to own a magnifying glass, then Mr Fizz might be worth a look (a very close one), because it's quite playable if you use your imagination. Value for money is a bit of a joke, I'm alraid. SIIII, what it amounts to is a poor spacey Gauntlet variant, and a big let down from Psyclapse.

ing you to the next level.... and so on till you reach the master computer on level 20.

Puzzles and barriers must be solved and broken down to gradually disarm the planetary defences.

A relatively simple game, but with tricky elements, Captain Fizz obviously hopes to win on the playability rather than the graphics which have little variety throughout and are mainly 8xB pixels. Unfortunalely, it doesn't work too well and left me unexcited. Even at its best, with two-players, it remains extraordinarily average. A disappointing release from what is actually a decent software house.

RICHARD

A badly programmed Gauntiel clone. We expect beller from Psyclapse PRESENTATION 40% GRAPHICS 34% SOUND 78% PLAYABILITY 65% ADDICTIVITY 51% OVERALL 56%

CRASH JULY # 39

# EVIEWS

# Wellington AT Waterloo

CCS/Ken Wright # £12.95

rom the creator of Overlord, Yankee and Napoleon At War comes Wellington At Waterloo. but this time history is in your hands. Following the battles of Borodino, Auerstadt and Quatre Bas, Napoleon met with Wellington on June 18 1815 for his tast and most famous battle of all.

In Wellington At Watertoo you are in charge of the eponymous character's combined Anglo/Dutch lorces along with Prussian reinforcements (which appear after turn ten). Both sides' objective is to reduce the other to less than 30,000 men. It may sound a lot but Wellington allows you to lose up to 700 men in one onslaught.

effect mass rout II you're not careful. Three skill levels are provided with the morale of the French increasing with the higher levels and the Frussians taking longer to arrive.

Sadty Wellington At Waterloo Is something of a disappointment following the excellent Ancient Battles and Ken Wright's own Napoleon At War — the commands are limited and with this comes a loss of flexibility. As Wellington is based around one conflict, the scope of the game is also limited. A pity as the execution of the game is of high quality — a great shame potential has been missed to recreate one massive conflict or a series of tamous Wellington battles.



Via the smooth-scrolling map, attack/fretreat/reorganise orders are issued to intentry, artifliery, cavalry and later on the Frussians. The command structure involves selecting a diestination, the unit then moves there as last as terrain, ernemy units and own speed well allow.

Rowts are possible, ranged lire follows tiline-of-sight rules and the the celfectiveness of a unit is based around its morale with trouts (quite cleverly) leading; to a domino

A smaller wargame than we usually expect from Ken Wright, and a bit limited

Wright, and a bit itmiled				
PRESENTATION	80%	- 1		
GRAPHICS	79%	5		
RULES	76%			
PLAYABILITY	77%			
ADDICTIVITY	73%	4		
OVERALL	73%	n		





#### Tengen (Domark) ■ £9.99 cass £14.99 disk

ssential plot element one: The Xybots (zibots) have invaded a nearby moon and constructed a vast, multi-level base.

Unfortunately they were wild,

Tagar.

वत्र महत्व

Essential plot element two: Two heroes, Major Rock Hardy and Captain Ace Gunn (no doubt trying to live down their parents' horrendous taste in names), have infiltrated the base and are out to eliminate the Master Xybots, driving att the minion Xybots into an uncontrollable panic and preventing system-wide invasion.

Designed as a two-player game, though a single person can select a character and play on his/her own, the screen is split into three main parts. With the score, lives, bonus altributes and a map of the mazes level at the top; the action is viewed from two windows, spill vertically at the bottom. Both windows independently show a 3-D isometric view of the corridors from behind the appropriate player character.

Rock and/or Ace move (and alide strangely) around the maze and can shift their viewpoint through 90 degrees. A standard blaster takes care of the Xybots (some more easily than others) and a limitedenergy Zapper can freeze them for a white; damage taken from them can be

OLL The 3-D environment adds tension and realism to the maze game format; Gauntiel was exciting but being able to see who and what was going to attack you, and when, provided no surprises. Though it's cliched in concept and fairly simple in execution, Xybats generates a good atmosphere and its gameplay is addictive. It's a bit tricky (sometimes trustratingly so) but it's the sort of direct action which has you coming back again and again. Even it you're no Gunn or Hardy (cue lively but immature summary), go and grab hold of this — before the Xybats grab you!





Gauntlet (but with the futuris-

MIKE I'm not a great lan of platform games, but then there's always exceptions! Okay, the graphics are small, and the animation could have come from the days of Manic Miner, but who cares? It's colourful, challenging and playable. All the elements of a good game are here; in fact, there's only one problem with it — Nick can play it bet-ter than t can! Very enjoyable, maybe a touch pricey, but still well worth a shot (or a jump or a poke).

and armed with only a gun, some dynamile and a stick, he dived into the unknown depths of a cavernous temple (the plot thickenst).

This is where his troubles begin. The Goolus are not a friendly lot and to collect the treasure hidden about the temple Rick has to pop a lew of them with his trusty pistol. But a tribe of crazy people aren't enough to stop this hero.

Escaping from the temple, Rick returns to London, and is soon off again, this time for the pyramids of Egypt to recover the priceless jewel of Ankhel.

These are just two of the four levels of this brilliant lit-

The graphics are line -

tle game. Each one is tull of enemies and Iraps of various kinds, from blowdarts and mummies to flames and quard dogs. Rick Dangerous is just like stepping into a cartoon. All the characters you come across are comical, cute and lots of other words beginning with C.

The sound suits the graphics with squeaks and blips when Rick uses dillerent things. Each screen (there are 85) is as colourful and full of puzzles as the fast, and your first few goes won't see you going very far. Perhaps, once you've worked out how to do things, the levels will lose some of their appeal however. Rick Dangerous is an essential purchase for any arcade platforms and ladders treak (like me). Go out and buy this one NOW!

NICK







RICHARD



# of Ide

#### Caris Software ■ £9.95 cass £12.95 dişk

his is a right old FRP! And I don't mean that nastily, no sireee! Because, you see, Tower 01 Light is a Fantasy Role Playing Game (FRPG) - and a decent one too.

A long time ago a particu-larly evil character descended upon a beautiful land and thereby appointed himself The Dark Lord. And just to prove his point he plunged the land into eternaldarkness.

After gathering a faithful army of vicious reprobates. he settled down and began ruling over the land in this, the Dark Age.

The High Council, toltowers of Good, were a mile peeved with the Dark Lord's carryings on and summonded a small company of heroic characters to overthrow him and restore the land to its once beautiful state.

The only way to deleaf the Dark Lord Is to find the Tower Of Light, to get the crown of Endit and crown a new king of the land, Luckily, the Tower Ol Light is blessed with the powers of Good and evil characters cannot enter.

The heroic company comprises Ristrick, a strong human; Kalbar, a strong

dwarf; Marfeck, a mystical wizard; and Gimble a tricky ell. You can pick which characters to use, anything from just one to all four (the fatter choice can be a bil of a hand-

If you're controlling more than one character you can do 15 actions before the computer automatically swaps you to the next character. Sadly, there's no command to allow you to swap characters at will.

Essentially, Tower Of Light is titlle different from most graphic adventures — you enter commands in lext form at the prompt. But it's all the interaction with other players and the general feeling of ireedom about the game which make it an FRPG.

Tower Of Light is split into two parts — when the first section is completed you save details of the game out: to tape or disk, then load in the second section and load your character details into

So, there you are --dumped with your companions in a strange land. What now? Well, getting started isn't that difficult. Wandering around the easily accessible

locations often leads to discovering more and more. It's vitally important to talk to other characters you bump into on your travels. You meet a merchant, a nomad, a wizard... amongst many others. All are willing to indulge in conversation and olden self you useful objects.

Naturally, not all the characters you meet are pleasant especially within the walls of Herlion Castle where the evil minions of the Dark Lord reside, Getting through there is serious combat. You can fight enimies hand-to-hand, but this uses up your stregnth quickly. With each hit you or an enemy dishes out the die at the top of the screen 'rolls' and the number - from one to ten - it lands on is the amount of injury incurred.

So, equip your character with armour, a shield and a decent weapon if you want to stay alive for any length of time.

Each of your four characters have their own status panels with bars indicating health, maximum points, hit points and spell power. Alongside the status panels is a window displaying the landscapes. Don't concern yourself with these too much they're all minimal and pretty irrelevant. All the Information you need is found in the very well written text description.

A description of how Tower of Light develops would spoll your adventures — but, believe me, the lur-ther you get the better it becomes, and the second part is enthralling and clevery devised. If you haven't tacked an FRPG and you like a bit of brain work, Tower Of Light is one of the best places to start. Well produced, highly entertaining and completly

diseased brearing of scabe				
PRESENTATION	05%			
GRAPHICS	40%			
SOUND	n/a			
ATMOSPHERE	87%			
PLAYABILITY	88%	Z		
OVERALL	88%	Ω		

#### Grandslam/Emerald Software ■ £9.99

t's showlime! And I don't mean that silly gameshow Bob's Every Second 3-2-1 Caich That Bullseye. Oco super, smashing, great you've won a rubber bully! This is the highest-rated show in history, The Running Man. A deadly cat-and-

mouse game where the contestant battles for the hig prize:— survival. Woll that's what happens when you deregulate television. The lunny thing, though, is Wogan isn't hosting this primetime gameshow, it's a bloke called Damon Killion

MIKE I haven't even seen the tilm, so I suppose that puls me in rather weak position to comment on the accuracy of the lie-in. As a stand-alone game, though, it's very enjoyable, so I suppose it makes no difference whether or not you like (or have even ever heard of) the film! The graphics are very good: the scrolling is smooth, and the characters are excellently animated. While the game liself isn't ridiculously difficult, it's chaftenging, and ought to last a decent player for a few weeks at the very least. I have to have a moan about the between-slage section, which is com-ptelely and lotally impossible — maybe we're just rubbish at puzzle solving, but I can't help thinking that it's a bit too trustrating. Even so The Running Man is preity and I'll be playing it for a white to come.

#### SCREEN 7/Intelligent Design

■ £9.99/£14,99

aws hits the Spectrum (Kerrang)! The deadly underwater monster is using his teeth the only way he knows how — by champ-ing swimmers in the waters

surrounding Amity Island.

Chief of Police, has to rid the place of this fishy loe. An easy task with big weapons, diving equipment and hard men; but, calamity strikes Amily, the shark-killing gun has been shattered into four segments and lost in the huge





who also happened to invent it.

Set in the year 2019, the USA has become a totalitarian state and only television distracts the people from their plight.

Ben Nichards (played by our old friend Arodd Schwarzenegger) is a cop and white tlying above a crowd of protesters in a big police chapper he is ordered to shoot at anything that moves. Being the sort of person who doesn't like murdering hundreds of innocent women and children he refuses and ends up in a high security prison (oh dear).

Anyway to cut a long story short... The End. No, I mean he escapes but is eventually caught again and given the choice of going back to prison or playing *The Running Man*. This is where the tun begins, well for you at least

welf for you at least. But what of the Spectrum version of this blood-thirsty film? The title sequence with Ben shouting 'I'll be back!' al Killion and then shooting down a big chule is a neat touch. Each zone has a nasty stalker to be killed and they get more difficult as you progress. Subzero is in the ice rink, he has a razor sharp hockey stick and explosive pucks; Buzzsaw is in the suburbs with a big chainsaw; Dynamo is a fat opera singer who fires electric bolts, and Fireball lohabits the complex and does what you'd expect him to da.

All the spriles are well animated and recognisable. Sound includes some neat effects, with a lune and digitized speech at the beginning of the game. The only problem with The Running Man is that it's a bit difficult, the puzzle stage in which you have to work out the saletite link-up code in particular.

The Bunning Man is an enjoyable game overall and I would definitely recommend if even If you are not a fan of the film.

NICH

Good lilm tie-in with strong movie feel and arcade qualilies, but a bit tough

4		
PRESENTATION	83%	7
GRAPHICS	84%	5
SOUND	81%	4
PLAYABILITY	80%	
ADDICTIVITY	80%	Z
OVERALL	200/	

RICHARD Surprisingly, Jaws doesn't appear very often throughout the game. The bulk of the game is really a map 'n' blast affair and a decent one at that. Attractive graphics, though offering little variety, and neatly executed and splash plenty of colour on screen to keep interest high. Gemeplay is also of a high standard and should prove a real delight for experienced cartographers. Great start for Screen 7.

aquatic (le under the water) maze. And you've got to find all the bits you're supplied with a high tech mini-submatine to help you in your search of the depths, but this sub is not invincible, in fact all the little lishies can blow it up at the drop of a hat (or a maggd!).

Some underwater nasties

Some underwater nasties leave tehind treasure, bombs, gun bits and other tens which do strange things to the mini-sub but your froubles do not end there. With a

limited air supply, you also have I o keep an eye on the weather conditions and temperature if the mission is to be a success.

The 128K version has a control panel which provides messages informing you where sharks have been sighted and places of killings—it's your choice whether to close the beaches or not. Close too many and you will get the sack!

Having assembled the gun

a diver replaces the sub. Armed with only four bullets, three must score a direct hit on Jaws to complete the game.

Graphics are of excellent quality and are similar to Cybernoid in slyle. The animation on the larger sprites (namely Mr Jaws) is good and all the colours hardly clash. The theme lune is in there too - on the tille screen — a bil rusty, but recognisable. It seems that all the gun bits are in the same place each game so once you find them it may loose some addictiveness. but you have still got to battle through the fishies. Overall Jaws is offers some good blasting fun.

NICK

# PRESENTATION 10 GRAPHICS SOUND PLAYABILITY ADDICTIVITY OVERALL 80%

# BUDGET

# A Budget Bonanza in the crazy rooms at CRASH Towers

Only got a little bit of dosh in your pocket this month? Doncha worry! There are loads of dead good budget games on release. CRASH's two rotund reviewers, Nick 'doughnut' Roberts and Richard 'Bourbon' Eddy, check 'em out.

### ROLLER COASTER

CRASH Smash! Encore inform us. And indeed it was, at 94% no less. But remember that it was Christmas 1986 when we said that.

So have times achanged? Not that much because Colonet G Bogey is still hunting around his 60-screen fun fair for bags of dosh pinched by a offering emoloyee.

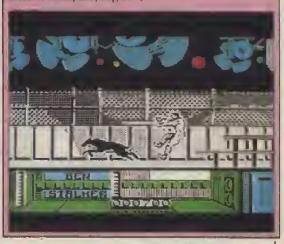
by a pittering employee.
You zoom around the wellanimated and highly colourful screens riding the ghost Irain, log flume, and finally after many more rides embark on the roller coaster.

The emphasis in Roller Coaster's to have vast amounts of lun, and, boy, do



you! Each screen is deviously devised, but not difficult to mester once you get to grips with the gameplay. And the gameplay—it's so addictive! Don't hesitate to buy Roller Coaster, it's one of the best budget buys this month!

Overall 90%



# ARCADE FLIGHT SIMULATOR 62.99 © CODE MASTERS

what have we got here then? An arcade game or a tlight simulation? Er, well bit of both really.

Arcade Flight Simulator (AFS) is really a dogtight game which takes place in World War I, It and finally ill—each with appropriate graphics.

Viewed from overhead, your plane takes to the air shooling down all enemy planes in the victority. Once the air is clear you hurtle off lowards an enemy base and bomb it. Having achieved that objective you go onto to do the same in wars II and III—though each level has more enemy planes and

more bases to bomb.
Okay game, but lacking in decent gameplay and addiction.

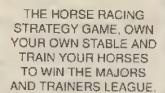
Overall

64%



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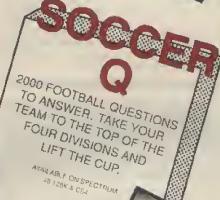
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# BUDGET

#### TASK FORCE

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■ PLAYERS PREMIER

efore you say anything 1 would just like to point out that Task Force is not anything like Cybernoid II... well perhaps just a bit then (hem hem). But what's it all about?

Snide Cantree has been up to his old tricks again and with his evil mercenary mates has overrun our top-secret South Pacific Airlorce base. The naughly people, in less than live hours Snide's men will have hacked Into the largeting computers that control all the cruise missiles, and you know what that means... trouble with a capital TRUB!

The game is made up of loadsa screens, all which have really neat and wellcofoured graphics. The main sprile, like the aliens, is not all that detailed, but the nonstop action keeps your mind fully alert. As with many other Players games there are mini pozzles to be solved in between the action. I recommend this for a good blast bul don't expect much lastability.

68%

#### KOSMOS

Overal!!

£2,99 III ATLANTIS

hh! Skwibbles are wittle cutee cweatures wiv poppy outleyes and big bellies (Nick dissolves Inlo a gooey mess). And only you can stop them from becoming extinct. They are dolted around thre planel Kesmos and you must rescue them and return them to Earth. It may soumd like an easy mis-slon, and it would be if the Inhabitannts of Kosmos weren't sto hasty and your space shirip hadn't broken.

The Skxwibbles are also hungry fittile fellows and you must keepp stulling them with space fruit otherwise they will keel i over and pop oil.

You can pick up objects, some useeful and some not. as well ass buying them from space traders. Bits of space-ship and ra refueller are like main thinngs on the shapping list (get ime some milk too Nick - Mick's mum), 10

#### **BOMBJACK II**

£1.99 ■ ENCORE (rerelease)

Jack's back, and leaping into action for his second platterm bounding game. Like the original, *Bombjack II* is set over 40 screens of plaiforms each patrolled by a vicious creature. And rather than saving the world by defusing bombs, this time Jack leaps for his own ends as he collects sacks of money which lie on the platforms.

Sacks are either opened or closed, collecting an open sack gives you doubte the money of collecting an unopened one. Sacks also open in order -- so when one open sack is collected another opens. Jack should plan his leaping in accordance with the order the sacks open for maximum dosh.

Sadly, for all the Iweaking that has gone on, Bombjack II doesn't ofter much more than its predecessor. The colourful backdrops are somewhat spoiled by the messy monochromatic sprites and there isn't much sound to spruce the proceedinas va.

Worth it only if you haven't got the original.

Overall 65%

#### STREET CRED FOOTBALL

£2.99 PLAYERS PREMIER

to explain the rules of tootball do you? No, I thought not. And, anyway, there's no rules in the rough and rumble of street football.

The first thing you have to do when you start a game is select the team you want. Ali their faces are displayed and some of them took quite familiar. Two I spotted were Joe Blade and Eddle Carge! You can also choose the colour of the pitch, the posi-tions of the players and match duration.

The game itself isn't all that good, and far too easy it

ou don't really want me I you are looking for a chailenge. Once you have found a set paltern for getting to the goal and scoring you can just keep repeating this to win. The game might be more tup if you get a friend to play the other team but I shouldn't think that attraction will last long.

All the presentation and music is great and keeps up to Players' standard, although there's no sound while the tootball is being played — it's just a pity there isn't more playability.

58% Overall





cards are also very useful. Treatly love thu way Kosmos is put together. It's full of lokes and cartoony bits that will have you in stitches. For example, when all your energy has gone, your little spaceman comes unto the screen and kicks a bucket (ha, ha!). All the graphics

are very detailed with a good use of colour, making the game a joy to play. There is a joily tune on the title screen and ellects during play, I recommend Kosmos to anyhody and everybody, so go out and get it now!

Overall

89%

#### KOKOTONI WILF

£1.99■ ENCORE (rerelease)

ow this is really going back in time. Kokotoni Will was one of the big challengers to Jet Set Willy in 1984, and also the first Elile game ever released!

Wilf, who can walk or fly under your control, has to travel through 63 screens spanning six time zones; from 500 million years BC to 2001 AD, finding pieces of the shattered Dragon Amule).

Without weapons, Will has to flap his way around the danger-intested screens collecting the amujet pieces. As you progress through the zones the pieces become harder to collect.

Although the graphics are varied, colouring and reasonably altractive throughout, they are very simple and show their age. But like so many old games the finelytuned playability and the addiction make it a great buy at this price (clicke number 493).

Overall 80%



#### SUBWAY VIGILANTE £2.99

**PLAYERS PREMIER** 

urprisingly this is a game sel in the London Underground which seems to have turned into the sight for World War III - well, nearly. Gangs of dealers, pushers, punks, muggers and striking Irain drivers fight in each station, Being the Subway Vigitante it is your job to stop them and protect the lawabiding citizens of London

Well ibat's what the intay says and roughly translated it means you've gol to kick everything you see. Subway Vigilante lacks the usual Players presentation, with iust a simple title screen. before plunging into the game. Sound is made up of a mediocre tune at the beginning and a few special effects. You can choose between a monochrome or colour subway, the only difference being the top half of the play area.

When you come to play the gama you will be put off straight away by the difficully. Muggers come from both directions at the same time, and as you move so slowly it is impossible to spin around to kill them alt. Only get this If you are a real tan of the beat-'em-up... You'll need lots of pattence loo!

57% Overall

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## **MAZE MANIA**

it's a manic, wackabout, madcap race around 12 (or possibly 16, hasn't been decided yet) levels of kerrazzy, kerrazzy, mazes in Hewson's 'mazing new title MazeMania!!

MazeMania stars a new Hewson hero, Flippo, a speedy ball of lard with arms who travels the depths of the Tubular Bells maze casusing chaos and havoc where ever he goes. Flippo doesn't like the colours of the tiles which make up the mazes' paths so off he trots around the maze flipping the tiles to a different colour. When all the tiles on one level have been flipped it's onto the next level.

Mean creatures, who happen to quite like the colour of the maze paths, glide around the tunnels bashing Flippo whenever possible. Flippo builds up his power by collecting icons and can bound over star-spangled black holes to transport him to another section of the maze.

What a jolly larkabout this should be! And you can find for yourself when Hewson give away a complete level FREE on next month's CRASH Power tape. The game itself will be available in August, costing you £9.99 on cassette. Whoopee!



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# PREVIEW

#### INDIANA JONES

# **Last Crusade**

Ridiculous situation aboy! Indiana Jones And The Last Crusade looks set to be the biggest film this summer. In the States it Scooped \$28 million in its first weekend of release! And glorious US Gold have got the rights to it. And what does US Gold have to say about this epic due for release in August? 'Relive the movie! Capture the cross of Coronado!! Scramble across a rumbling circus train!! Survive a savage rat attack!!! Play Human fly on granite castle walls!!!" Coo! Doesn't it sound exciting? So what do you actually have to do when you're indy on the Speccy? I'm alraid we can't tell you that," say US Gold.
Well, give us a rough outline to the
plot of the game. 'No, that would be
giving it away wouldn't it?'. Er, yes but isn't that the whole idea of a preview?

Oh dear, CRASH is flummoxed. There's only one thing for it .. espi-onage!!!! If Indy can lind the greatest treasure — the Holy Grail — then surely CRASH can grab a hat 'n' whip and discover the game plot. So, here, for the first time anywhere, the Spectrum Indiana Jones game! (A nation cheers!

The game, written by Tiertex, is split into four levels — each focusing on an aspect of the film. Indy starts his adventures in local caves filled with spiders and snakes, searching for the Cross of Coronado - a pricless medieval artifact, Once found, you

have to escape the caves with it without being caught by a vicious gang of treasure hunters. Out of the caves you go and onto a moving circus train, running along the top and the gang still in hot pursuit.

An action-packed second section

starts at Brunwald Castle in Venice, where Indy locates his dad, Dr Henry Jones, and then it's off to the ratinfested catacombs deep below the castle for more adventuring,

After the third section, set within the steel skeleton of a Zeppelin airship, the final quest is set in the Grail Temple where Indy has to finally locate the Holy Grail and its guarding Knight. Indy must succeed in three challenges to complete the game.

Tiertex saw the film ages ago, and have a unedited script, sadly locked away from anyone else, for them to base the game on, A review next month? Could be...



Sphere Books have just published the story of Indiana Jones and the Last Crusade as a paperback novel. It comes in two versions, the adult version costs £3.50 and the junior book (Once upon a time...) soats £1.89.

And good of CRASH have teamed up with Sphere to ofter ten—TEN!—adult books for this compo!

To win a copy tell us the name of the actor who plays Indiana Jones in all three films. Answers on a postcard to: IT'S OLD WASTIS NAME INNIT COMPO, CRASH, PO Box 10, Ledlow, Shropshire £7810B, Entries here by July 27 pleasease.

it's amazing how secretive some software houses can be... Nothing had been heard about Starglider II since the ST and Amiga versions ('Magnificent, an instant classic!' roared TGM's reviewers) And then, out of the blue, up pops Micro'tele comsoft Prose's spokesperson Martin. Tiger Moth (for it is he) and says, dismissivity, 'oh, and here's a nearly

linished Starglider II on the Spectrum' Blimey! Starglider IP Spectrum?! Woodo! Yes, viewers it has arrived!

Unlike the 16-bit versions, which featured amazing solid 3-D graphics, we're bock to wireframe graphics. Essential really, if you want the speed. The game is set two years after the original Starglider events occured, when Herman Krud's Ergon flagship



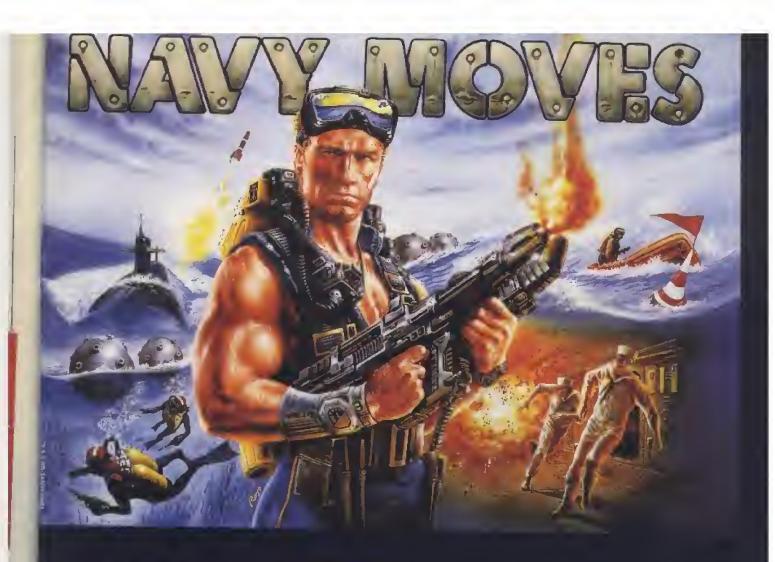


was destroyed by a mere AGAV fighter. Now Krud's back! And with his space and land fleets in tow. Your mission to annihilate the Ergon army and destroy the mighty beam projector aimed at your home planet. Novenla

The lethal beam projector is being assembled on the Ergon's planet Apagee, and the way there is fortur-ous. The one big — and I mean BIG

— problem is that you can only enter Apagee unarmed "What? Without any major laser cannon?! Er, yes Moving swiftly along...

Meet up with 80 characters, ships, planetary installations and the deadly Stargliders in the Spectrum version. programmed by Steve Denn, in June Missile launched!!





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BENEATH THE WAVES, where you will see a horpoon with explosive arrows to make your way through the shark intested weters.

IN THE DEPTHS OF THE SEA, naide a bethyloogish incided with middles, lighting against bloodthinsty octobil and a plant sometime.

INSIDE THE ATOMIC SUBMARINE, statisticing mon-to-men combat opinist the crim. Your flowesterouse-rife, will be a great help, for you will also need to be an expert hacker—manipulating the submortant computer.



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